



BATTLEGROUP

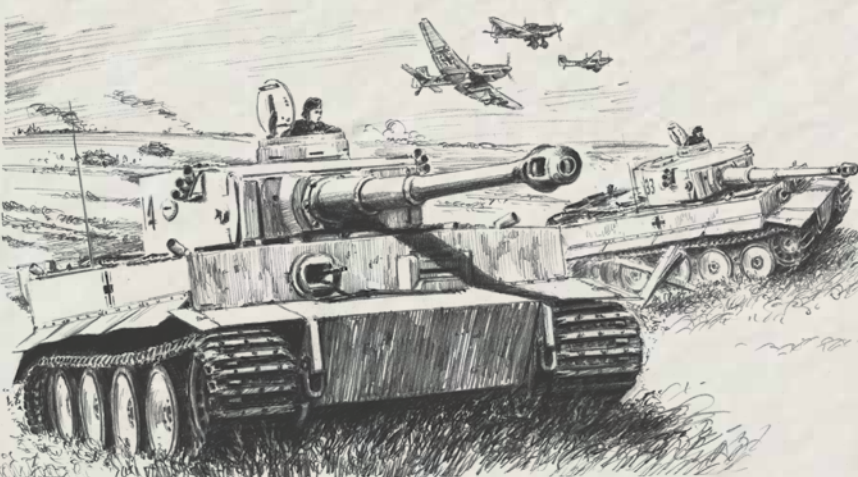
RULE BOOK

CORE RULES FOR TABLETOP WARGAMING WORLD WAR II

BATTLEGROUP

TABLETOP WARGAMES RULES FOR 15mm & 20mm MINIATURES

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BATTLEGROUP

Welcome to Battlegroup, a set of tabletop miniature wargames rules for recreating the battles of World War II, in any theatre, using 15mm or 20mm miniatures.

Within you will find the core rules of game, how to move and shoot units (in various different ways) and how this affects a unit's morale. For those familiar with tabletop wargaming, there is nothing unusual in this. This is not the full story though. This is just the 'core' rulebook, it provides the general rules on how to play the game. Alongside this you will need one of the theatre supplements. Each supplement deals with an individual theatre or period of the war in detail, providing gamers with its own unique character and feel. Playing just these basic rules is possible, but will result in a rather bland and generic battle, which did not really try to recreate the character of any particular

theatre. The war fought on the Eastern Front, say in Stalingrad in 1942, had a very different character than that fought in France in 1940, or again 1944, or on the islands of the Pacific in 1945. The theatre supplements are where you will find this detail.

This book does not include any of the army lists (it does include how to use them though), scenarios, campaigns or special rules particular to a theatre. These are all intrinsically interlinked, and when combined they (hopefully) provide a richer and more characterful game than simply changing the type of tanks available to each side, but then fighting the same battles with them. Whether it is mass tank charges of the Red Army, or the desperate 'last stand' resistance of the German Army in Berlin in 1945, Battlegroup seeks to put this central to the gaming experience. Some WWII wargamers chose a particular

theatre to recreate, and hone their miniatures and terrain collections to it. Some chose multiple theatres, whilst others prefer to keep in generic, and play in lots of theatres. Battlegroup tries to cater to all approaches, but hopefully those with the a specialist period will find their games enhanced by the character the rules seek to 'hard-wire' into the system.

Over time it is hoped that we will be able to publish an ever expanding range of theatre supplements. Naturally, the largest and most popular theatres demand our attention first, but others will follow.

So, muster your forces, make your plans and prepare to engage your enemy
- 'Panzer vorwärts!'

*Below: Men of 8th Canadian Infantry Brigade advance towards Ranville, near Caen, 18 July 1944.
(Canadian National Archive 3225537)*



HOW THIS BOOK WORKS

Within this book you will find the core information you need to play Battlegroup, table-top wargames recreating the battles of World War II. This book deals with the basic game system, used in all games, regardless of the army lists or theatre, or scenario being used.

First you will find the Command and Control rules, which deals with issuing and acting upon orders. Orders are how you get you units to do things on the tabletop, such as move, shoot, call in artillery or mortar fire etc. You are unlikely to have enough orders to do everything you would like. This is deliberate. Large forces become unwieldy and hard to use well.

Conversely, smaller forces, lacking in men and equipment are easier to control, but do they have enough forces to stop the enemy and they will generally be far easier to break. This is the balance of the game.

Secondly, it deals with movement. All units have a basic movement allowance, in inches, on the tabletop. This can be effected by such things as obstacles and difficult ground. It also deals with units being transported or towed by vehicles.

Third is firing. The heart of the game is shooting at each other's units, and there are various ways of doing this. Area Fire is a form of 'quick' firing, which allows you to shoot-up an area and 'suspected' enemy units to keep them pinned. Area Fire is mostly conducted with small arms (bullets) and high-explosive shells. Aimed Fire is more involved, riskier, but more likely to result in actual casualties and the destruction of enemy units. Using both, at the right time, will go along way towards achieving victory.

Fourth is morale, which takes two forms; individual unit morale, ie. how a unit reacts to being under fire, taking hits and casualties, and the overall battlegroup morale. Ultimately, it is battlegroup

morale that will determine victory, and this uses the 'Battle Rating' system of drawing random counters from a pot.

Other special rules for aircraft, anti-aircraft fire and battlefield engineering are also covered.

GETTING STARTED

It is not necessary to learn all the rules presented here before you play. It is far easier to read the rules through once, get some miniatures out on the tabletop and start moving them around and rolling some dice. A small introductory game is the simplest way to start, with just a few infantry and tanks. From this small beginning you can then build up your games to include artillery, aircraft, engineers and all the other specialist units. After two or three games you will have mastered the basics and have a good understanding of the rule mechanics.



GAMING PRINCIPLES

These rules assume a few basic principles that both players should adhere to. These are:

i. Co-operation

Like all games, there is also a social side to wargaming. It is a shared experience, and both sides are supposed to enjoy themselves. Games are best played in a spirit of friendly co-operation. Being ruthlessly competitive, nit-picking over rules or line of sight decisions and not accepting the vagaries of lady luck with good grace only serves to ruin the game for everybody. This is not a competitive sport. So play as friends, give your opponent the benefit of the doubt, play to win but don't worry overly about who wins or loses. It is a game – for fun, so enjoy yourself and make sure your opponent does too.

ii. Scale

This game is written for miniatures at two sizes. 20mm (1/72nd scale and 1/76th) and 15mm (1/100th scale).



Models in these sizes are commonly available and can provide a good-sized game on a 6'x4' table top in an evening. Of course, larger games, with more models and larger tables can also be played (and should be). In the end the best advice here is to play on the largest table you can manage. A word of warning: too many models on too small a table makes for a poor game, with no room for decisive manoeuvre; instead it will become a dull grind of attrition and dice rolling. Advice on table size for both scales of models is given later.

iii. Measuring Distances

This can be a fraught issue when distances become critical to victory or defeat. Distances should never be premeasured. The troops on the ground have to estimate them, so should you. When measuring distances, always measure from the firing vehicle's hull to the target vehicle's hull, not from the end of the gun barrel. Some tanks have very long guns and can thus gain extra distance on the tabletop. Likewise, when measuring for damage or if a vehicle is within a blast radius, use its hull for determining distance. Just because a piece of modelled stowage or a long barrel is in range, does not mean the vehicle itself is.

For infantry units, when moving, no element within a unit should move more than its maximum movement allowance. When measuring ranges the majority matter – so, if more models in a unit are at short range than effective range, the unit counts as being at short range.

iv. Gauging Line of Sight

Mostly this will be obvious, but sometimes it is unclear whether a unit can see another. There is no easy way to settle this, and it comes down to the players to decide. As a guide, a firer should be able to see a reasonable amount of its target, not just a gun barrel sticking out. In the event that the players can't decide, roll a dice for it. 1-3 the

target can't be seen; 4-6 it can, so take the shot. Players should also remember rule i. above – be generous and give the benefit of any doubt to the firer, and expect the same in return.

v. Units

In the game a 'unit' is single thing, given a single order. It might be an infantry squad or team of several models, or a single vehicle or gun (including their crew). The army lists often allow players to purchase multiple units together as platoons, squadrons, batteries etc, but these are still separate units and need to given their own orders.

WHAT YOU WILL NEED

Before you can play a game, you are going to need some vital stuff.

1. Battle Groups

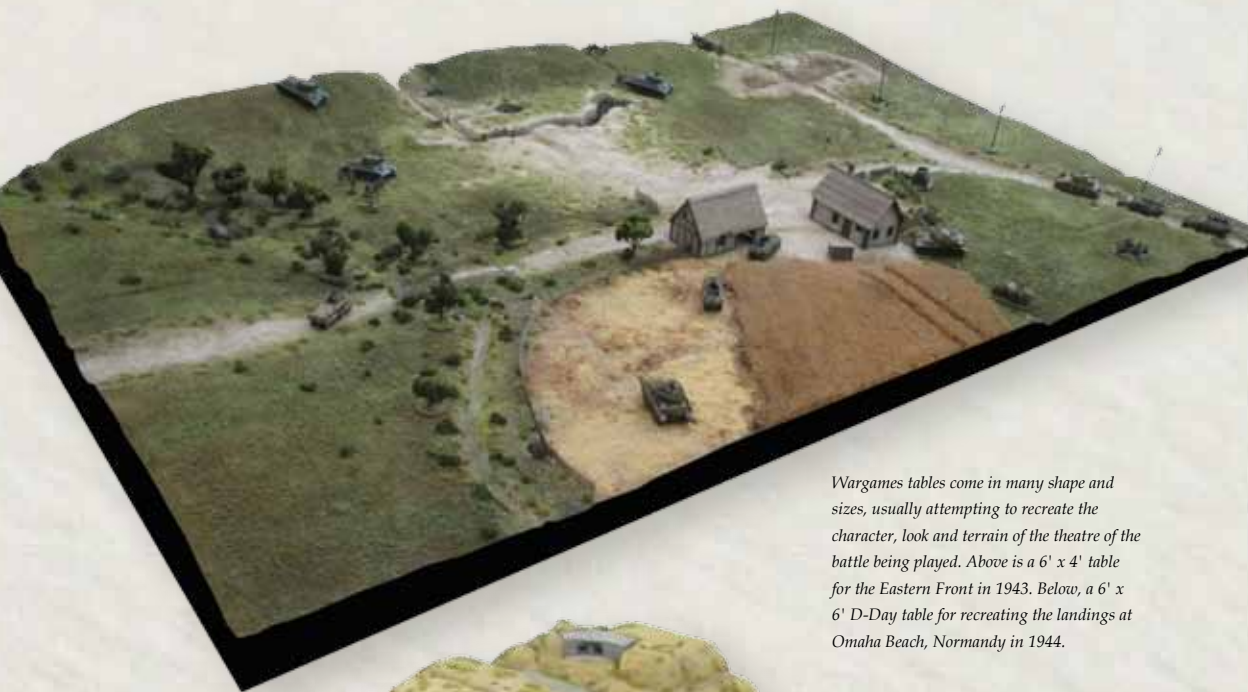
You will need two battlegroups of miniature soldiers, tanks and guns – one for each side. These will be from the players' collections, (or from one player's collection), and should be the right models, and should be painted. Of course, what level of painting is up to the players, but the game is drastically enhanced by using well-painted miniatures. Those willing to field unpainted models need to take a hard look at themselves and seek forgiveness for their sins against gaming! (Seriously though, paint the models, it is a major part of the wargaming hobby).

2. Rulebook

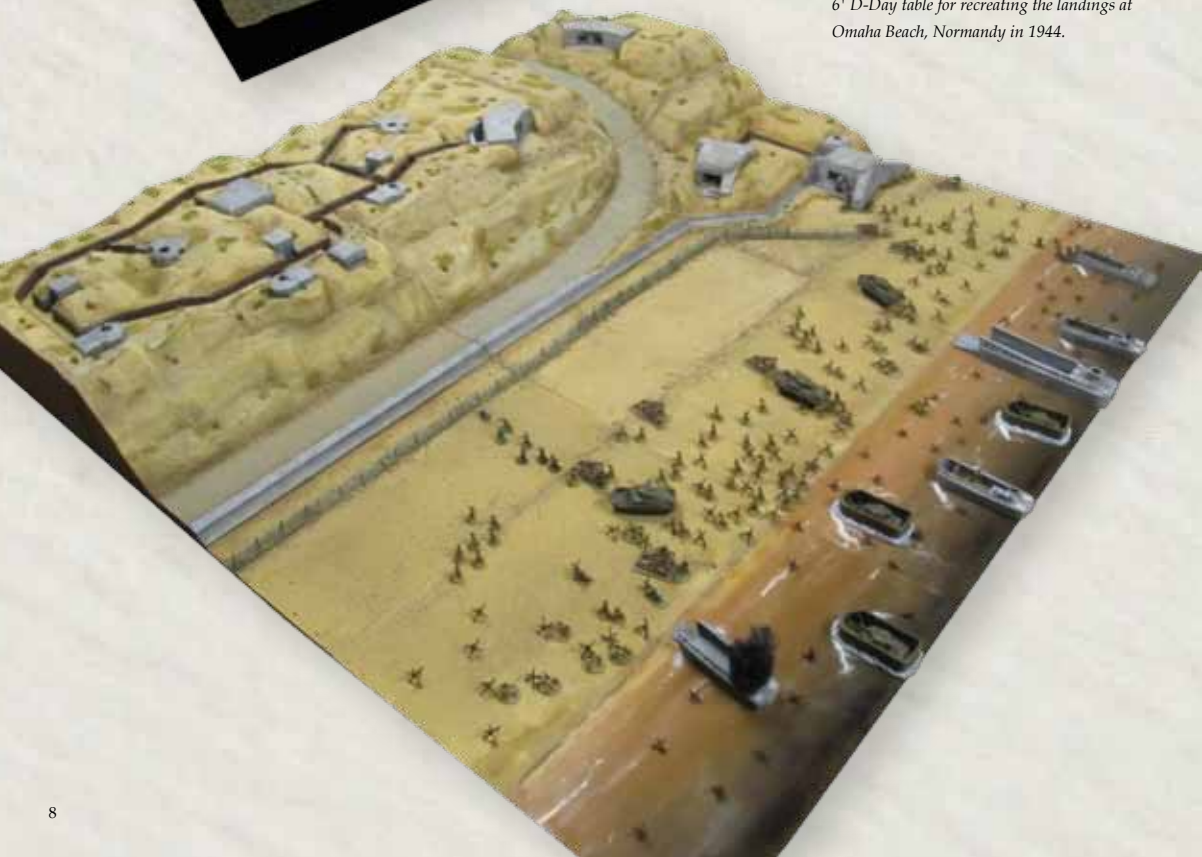
Well, if you're reading this you have one. The more experienced you become with the rules, the less you'll refer to the rulebook, until eventually you might not need it at all – ironic, that! The rules reference sheet also provides all you need to play.

3. Theatre Supplement

These are the basic rules, you'll also need a theatre supplement, for its army lists, game profiles, special rules and scenarios.



Wargames tables come in many shape and sizes, usually attempting to recreate the character, look and terrain of the theatre of the battle being played. Above is a 6' x 4' table for the Eastern Front in 1943. Below, a 6' x 6' D-Day table for recreating the landings at Omaha Beach, Normandy in 1944.



4. Opponent(s)

Somebody to play against as the opposing commander. Great games can also be played with multiple commanders on each side.

5. Battlefield

A good-sized flat area on which to place the model terrain. Any flat area will do, dining room table, floor etc, but a purpose built wargaming table is best. The larger the better really, but 4'x4' is regarded as the smallest practical gaming table. Most of us use a 6'x4' or a bit larger. A lucky few have far larger tables (see right).

6. Dice

This game is played using six-sided dice, referred to as D6. They are easily available at gaming stores or online and about ten should do. You might also need a twelve-sided dice (D12).



7. Pen and Paper

The game requires some book-keeping and note taking, so a pen and paper will come in handy for this. You will also have a Battle Group Organisation Chart (see Appendix), and the back of this comes in handy for notes, etc.

Above: Wargamers also come in many shape and sizes. The GMG games club and guests with their large, multi-player, Normandy battlefield.

Below: Amidst burning wrecks, this game of the British assault on Tilly-sur-Seulles, in Normandy 1944, reaches its climax.





YOUR BATTLE GROUP

In order to play, you are going to need a battlegroup. Collecting and painting miniatures is a large part of the wargaming hobby, and as such building up this collection can become something of life's work for dedicated (obsessive) wargamers (author included here). The theatre supplements each include different 'types' of army, the principal combatants of war at that time, and each has its own advantages, disadvantages and 'style' of player. You'll learn the ins and outs as you go, but suffice to say, infantry-based forces, often backed up by artillery, will fight very different battles to mobile armoured units with lots of tanks.

The heart of your hobby is your collection of miniatures, but this should not be confused with your battlegroup. A battlegroup is small combined-arms force created for a specific game. Your collection will be far larger, and include many different units. You won't use them all every game, but occasionally you will be able to get them all out and have a really big battle. As most wargamers find, their collection is rarely complete, there is always something to add or new models to include. If, by some good fortune, an army is completed, then invariably they start on another one.

ARMY LISTS, POINTS AND BATTLE RATING

The theatre supplement's army lists contain a lot of different units, from infantry squads and tanks, to command units, signal teams, artillery, medics, etc. Each is listed with a points value and a battle rating.

Points values are how you pick a force. In simplistic terms, the higher the points value, the 'better' the unit. A powerful tank with a big gun is worth more than an infantryman with a mere rifle. Heavy artillery is worth more than light artillery. When picking a force, it will be to a maximum points value, set by the players before the game. If both sides have an equal number of points, then you will get an even game (well, that is the theory). Of course, how you use the force, your luck on the day, and lots of other factors will ultimately decide who gets the victory.

Units also have a battle rating. This is discussed in detail later, but a unit's battle rating is a gauge of the effectiveness and importance of your battlegroup, and will be very important in deciding whether you win or lose a game. See page 43 for full details on battle rating.

NOTES ON INFANTRY BASING

How infantry are based doesn't really have an impact on the game, as long as it is obvious which squad the models belong to, then any basing method will work. Individual basing obviously allows for the easy removal of casualties, but multiple basing allows for faster movement and easy identification. If using multiple bases, the best thing to do is also have a few markers or small dice to show casualties sustained by the base. So, a five man base would remain on the table until all five men have become casualties, but after four casualties would only have a Rate of Fire of 1. This additional bookkeeping won't affect game play at all. A combination of multiple bases and single figures is probably the best compromise.

GAME SIZE

This game is designed to be played at four different sizes, from small squad vs squad actions up to larger battalion actions. The larger the game, the more miniatures you'll need, as well as a correspondingly larger tabletop. Below is a guideline for the minimum, maximum and standard recommended points required for the different sized games, as well as a recommended table size.

Game Size	Minimum Points	Maximum Points	'Standard' Points	20mm table size	15mm table size
Squad	100	350	250	6' x 4'	4' x 4'
Platoon	351	750	500	6' x 6'	6' x 4'
Company	751	1250	1000	6' x 8'	6' x 6'
Battalion	1251	2000+	1500	6' x 10' or larger	6' x 8' or larger

THE RULES

CHARACTER AND BALANCE IN WORLD WAR II BATTLES

The reason why BattleGroup exists is to try and infuse World War II wargames with more historical character.

Obviously, some elements are common to all the battlefields of the war. From the Pacific to North Africa and Western Europe, the presence of tanks, infantry, artillery and (mostly) aircraft are a given, but they weren't always available in the same numbers, or deployed with the same tactics.

To help explain further we'll use the example of tanks. Tanks, and the appeal of fighting tank battles, is really the biggest draw towards playing World War II wargames. This is not to say that great games can't be played with just infantry, but World War II was the war of the tank. Tank warfare developed rapidly and beyond all recognition over the course of six years of fighting. In 1939, the tank was still in its infancy, with many nations reliant on the tactics developed in World War I, or some having yet to develop any tanks at all. By 1945, tanks design had turned those first slow, cumbersome and under-armed vehicles (and the small, fast and under-armoured ones) into fearsome behemoths with far thicker armour, more powerful guns and better engines. Of course the rules need to represent this, in detail – and they do, using each vehicle's individual stat line (just like other World War II games). But the doctrines for the use of tanks had also changed, and not just generally, but specifically for each nation.

Mechanised warfare was in its infancy when the German Army unleashed their *blitzkrieg* on Poland in September 1939. The age of lightning attacks and deep

penetration operations made the tactics of World War I redundant. Better tanks and tactics, from the lessons learnt in Poland, would see the French and British armoured forces outmatched in 1940. North Africa would see the British Army learn these lessons and, despite early defeats, eventually match German tactics with their own. Later, when the US Army entered that theatre, they soon found their own inexperienced tank crews struggling against the panzers. But the US Army had its own distinct advantages to bring to bear – their war industries could keep their forces far better supplied with replacements, fuel and ammunition, all equally vital (if not more so) to victory. If these rules only concerned themselves with crew skill, vehicle specifications and battlefield tactics then the US Army in North Africa might never win a game. But they did win, and drove the Germans out. So these rules will give the US some of their national advantages,

and make those advantages worthwhile using, to the point that it balances the other factors. Two different armies; one small, well-equipped and well-experienced, one larger, inexperienced and lacking cutting edge equipment, can then still fight a balanced, and historically more accurate, game.

The same can be said for other theatres too. From the mass conscript armies of the Soviet Union, with seemingly inexhaustible resources to expend, to the last desperate defenders of Germany, poorly trained and seemingly without a hope against the odds facing them, a historical balance can be found.



The fearsome Tiger I



THE TURN & ORDERS



Above: A Red Army observer team watch for the approach of the enemy from their trench (Novosti 851334)

THE TURN

Battlegroup is played in turns. The players take it in turns to command their forces, issue orders and resolve those orders, before the turn passes to their opponent, who then repeats the sequence with their own forces. There are exceptions to this rule, but in general the game works by both players taking a 'go', one after the other.

Each player's turn is played out in order, following the steps below.



US senior officer unit

1. Roll Orders Dice

Roll the number of D6 determined by the game size, and add the number of officers in the battle-group.

2. Issue First Order

Choose any unit and issue it an order. Resolve the order before moving to the next unit.

3. Issue Second Order

Choose another unit and issue it an order. Resolve the order before moving to the next unit.

4. Issue Third Order, etc...

Choose another unit and issue it an order. Resolve the order before moving to the next unit. Continue this process until all orders have been issued.

5. Rally

Remove pinning markers from pinned units (see later).

Once a player has removed any pinning, the turn passes to his opponent, beginning again at step 1.

ORDERS, OFFICERS AND REACTIONS

Each turn a commander (that's you) can issue a pre-determined number of orders. The orders are determined at the start of the turn by rolling dice. The number of dice is determined by the size of game. Small games use fewer dice than larger ones, because you have fewer units needing orders. Games are split into four different sizes. Squad-level, Platoon-level, Company-level and Battalion-level, determined by the points values of the battlegroups involved.

Squad	1D6
Platoon	2D6
Company	3D6
Battalion	4D6

As well as the dice roll, the player also adds to this score his battlegroup's

total number of officers. These are the men running the battle and passing on the orders, so the more officers in a battlegroup, the more effective a fighting force will be at disseminating information and getting units into action. So, if a battlegroup includes three officers in a platoon-level game, then the player would roll 2D6 and add 3 to the total. In a Battalion-level game he would roll 4D6 and add 3.

Whilst creating your battlegroup you will need to keep a note of how many officers your battlegroup includes. If, during the course of the battle, you lose officers to enemy fire, or from morale effects, then the officer total will go down – obviously officers that have been killed, wounded or are otherwise indisposed by enemy fire can't do much to help run the battle, so you suffer the results.

REACTION ORDERS

This is a battle, and each side is seeking to destroy the other. Your units cannot expect to move around the battlefield

without attracting the attention of the enemy. An alert enemy will react to your movement and firing, often by firing back! This is covered by Reaction Orders.

In your turn you can issue your units one of the two Reaction Orders, either Ambush Fire or Reserve Move. These allow that unit to take its order in your opponent's turn, missing your current turn in order to wait, see what happens and react to it (hence the name).

You can issue as many Reaction Orders as you wish and your orders total allows, but be warned, an over-use of Reaction Orders will hand the initiative in the battle to your opponent, and he will be dictating where, when and how the battle happens. Conversely, do not ignore Reaction Orders; they are very useful and add a different dynamic to the game. Well-used they are very powerful and can have a big effect on the outcome of a battle. You will need to strike a balance between attack and defence, but how you do this is left up to you.

Reaction Orders are only ever used in the opponent's turn. See 'Using Reaction Orders' later for full details. Suffice to say here that just because it is your turn, it doesn't mean the enemy has to sit around and do nothing!

Example of Orders:

It is a Company-level game, with four officers on player A's side and three on player B's side.

In player A's turn he will roll 3D6 and add 4 for his orders total. He rolls 2, 3 and 5. So he will have (2+3+5+4 officers) or 14 orders to issue.

In player B's turn he will also roll 3D6 and add 3. He rolls 1, 4 and 4. He will have 12 orders to issue, (1+4+4+3 officers).



ISSUING ORDERS

Once the commander has determined the number of orders he can issue, he can set about using them. Orders allow units to act, generally by moving and shooting (although there are some special orders as well to deal with other battlefield situations).

To issue an order, the commander simply selects a unit and says what order they are to receive. That unit then acts upon the order and, once it is complete, the commander moves on to nominate the next unit for an order, and declares what it is. This continues until all his allowed orders have been issued. During play, it is easiest if the opposing player keeps track of the orders, counting them off as they are issued, until there are none left.

A unit can only be issued a single order per turn, so once it has had its orders for this turn, it can't have another. Also, a unit which is pinned cannot be issued any order, as it is currently too busy avoiding being shot at to take any constructive part in the battle.

When there are no orders left to be issued, or the commander does not wish to issue any more orders, the orders phase is over and the turn moves on to the Rally phase.

Note: The easiest way to track orders is to use dice, with the opponent turning the dice as the orders are used up.

USING REACTION ORDERS

The orders sequence detailed above can (and will) be interrupted by Reaction Orders, either Ambush Fire or Reserve Movement. As with other orders, a unit can be issued a Reaction Order in its own turn, but cannot do so if pinned. Any unit that is issued a Reaction Order will not act in its own turn, but will wait, and act by interrupting the enemy's turn.

A unit can act on its Reaction Order at any point in the enemy's turn. It can jump in straight away, before a single enemy unit has been given an order, or it can wait until the very end, before the Rally phase starts. It can also be used to interrupt an enemy unit's order, midway through a move or firing before an enemy unit opens fire itself. This freedom of action makes reaction orders very useful.

If a unit with a reaction order becomes pinned before it has acted, then it cannot now act, but it retains its order for when it becomes unpinned.

ORDERS

Issuing orders is the way a commander gets his units to do things, like move and shoot. It is the basic mechanism that drives the game. After selecting an **unpinned** unit, a commander can issue it a single order from the list below.

• Manoeuvre and Fire

The unit will move into position then open fire. It may make a single move, up to its full normal movement distance (see Movement later) and then take a single shot at an enemy unit (see Open Fire!).

This can be any type of shot with any available weapon.

• Fire and Manoeuvre

Same as above, but the unit will fire before it moves. Take the shot first (again any type of fire, with any weapon), and then move up to the unit's full movement distance.

• Top Speed

The unit must move fast. It can move up to twice its full movement distance, but may not do anything else; it's moving flat-out.

• Open Fire!

The unit will hold its position and lay down heavy fire. The unit may fire at the enemy twice, but must remain

stationary whilst doing so. The unit can use any type of fire, with any available weapons it has, and can target the same enemy unit twice, or two different enemy units, as long as they are both in its arc of fire and line of sight. Declare both targets before rolling any dice.

• Disembark/Embark

A transport vehicle carrying passengers will move then any passengers units it wishes may disembark. The transport vehicle may move up to its normal movement allowance, and then place any disembarking units within 4" of its final position. Alternatively, the passengers can disembark first, then the transport vehicle can move. If the commander so chooses, he may elect not to move the transport vehicle at all, but open fire once instead of moving.

To enter a transport vehicle, the reverse is used. A unit within 4" of the vehicle can embark after the vehicle has made a standard move, or the vehicle can make a standard move after the infantry have embarked.

• Unlimber/Limber

A transport vehicle towing a gun will move then unlimber the gun. The towing vehicle may move up to its normal movement allowance, and then place the gun, and any crew, within 4" of its final position. Alternatively, the gun can be unlimbered first, then the towing vehicle moved. If the commander so chooses, he may elect not to move the towing vehicle at all, but fire the vehicle's weaponry once instead.

To limber a gun the reverse of unlimber is used. A gun within 4" of the vehicle can be limbered after the vehicle has made a standard move, or the vehicle can make a standard move after the gun has limbered.

• Infantry Close Assault

An Infantry unit will attempt to move to within Close Assault range (5") and engage the enemy in a Close Assault, with pistols, grenades, bayonets, rifle butts, etc. In order to press a Close Assault, first roll a D6 to see if the unit are ready and willing to get stuck-in.

Unit Experience Test

Inexperienced	4+
Regular	3+
Veteran	2+
Elite	2+

If they pass, continue the Assault Order. If they fail, the unit does nothing and is marked as pinned.

To press the assault, the infantry unit (note, that vehicles and gun crews can't use the Close Assault order) may move up to its normal movement allowance (5"), and then conduct an assault against a single enemy unit. Only by using the Close Assault order does an infantry unit gain the Close Assault bonuses (see later for full rules). If an infantry unit just uses the Manoeuvre and Fire order to approach the enemy, then he can still fire, but this is treated as normal firing, with no assault bonuses.

Close Assault is also used for infantry to attack enemy vehicles with anti-tank grenades (see page 34 for details).

• Request Artillery Fire

A unit with the Artillery Spotter or Mortar Spotter special rule will request indirect mortar or artillery fire. The unit may not do anything else this turn, as it calls in target information and grid references and corrects fall of shot. See Indirect Artillery Fire for full details of how to resolve this order.

• Tactical Co-Ordination

Only a unit with the Senior Officer special rule can be given the Tactical Co-ordination order. The command unit can then do nothing this turn, but may nominate a friendly, pinned unit to attempt to remove its pinned marker. Take a Battle Counter. The pinned unit must then pass a unit experience test (as given under infantry Close Assaults).

• Re-arm

Only a unit with the Re-Supply special rule can be given the Re-arm order. The Re-Supply unit can do nothing this turn, but any friendly unit in contact with it can be re-supplied with new ammunition.

• Engineering

Only a unit with the Engineer special rule can be given the Engineering order. The engineers can use this order to place their demolition charges or remove minefields (see Engineers later for details). A unit can do nothing else in the turn it is given the Engineering order.

• Repair

Only a unit with the Repair special rule can be given the Repair order. The unit can do nothing this turn, but may attempt to roll to repair a single immobilised or destroyed vehicle.

• Recover

Only a unit with the Recovery special rule can be given the Recover order. The unit can do nothing this turn, but next turn may begin to tow a destroyed or immobilised vehicle, moving at half its normal speed.

• Ambush Fire (Reaction Order)

Mark the unit with a counter or dice (or any other obvious marker). The waiting ambush unit may now interrupt any enemy unit's order in their next turn to use the Open Fire! order.

The Ambush Fire is treated exactly as the Open Fire! order, so the ambusher can fire twice, using any type of fire (or combination of types of fire) and can also target two separate enemy units (in range and line of sight). Resolve the fire as normal. Ambush Fire cannot be used with Indirect Artillery, Mortar fire or Infantry Close assaults.

The marker is only removed once the unit opens fires, or if the commander chooses to remove it and give the unit another order instead.

• Reserve Move (Reaction Order)

A unit given the Reserve Move order does not move in its own turn but instead waits, and can then interrupt the enemy turn (but not an order) to take the Top Speed order, allowing it to immediately make a double move, using the normal movement rules.

The marker is only removed once the unit moves, or if the commander chooses to remove it and give the unit another order instead.

RALLY

The last part of player's turn is to rally pinned troops. Units marked as pinned can have their pinned markers removed, thus getting them back in the battle.

To do this, the player must take a battle counter from the pot. For each counter taken, they may remove a D6 markers from any pinned units he wishes. If two counters are taken then 2D6 counters can be removed. If three counters are taken, then 3D6 counters are removed and so on. Declare this before taking any counters.

A commander does not have to take any counters, he can leave units pinned (and thus save the battle rating), but he won't be able to issue orders to the unit until he removes the pinned marker.

EXAMPLE OF A TURN

ORDERS ROLL

First the commanding player rolls his orders dice. It is a platoon-sized game, and his battlegroup has two officers. He rolls 2D6, getting a 4 and a 5. He will have a total of 11 orders to issue (4+5+2).

FIRST ORDER

The commanding player issues a Top Speed order to a Panzer III tank, which moves and it moves up to twice its movement allowance.

SECOND ORDER

A Manoeuvre then Fire order to a second Panzer III tank, which moves up to engage a distant T-34 with aimed anti-tank fire.

REACTION ORDER (AMBUSH FIRE)

His opponent, seeing his T-34 in danger, decides to use Ambush Fire set last turn, with a 45mm anti-tank gun. He decides to take two shots at the threatening Panzer III. It misses twice!

SECOND ORDER - COMPLETED

The Panzer III completes its remaining movement then opens fire at the T-34, also missing.

THIRD ORDER

Deciding to cover his Panzer III's advance, he places the third tank of the squadron on Ambush Fire, ready to engage any emerging threat in his opponent's next turn.

FOURTH ORDER

Next, he orders his forward observer team to request artillery fire, using a 1st target priority artillery request. He makes the required roll, then the communications check to talk to a divisional 120mm mortar battery. He places his target marker, rolls for deviation, then orders the mortars to fire for effect!

FIFTH ORDER

The first 120mm mortar Opens Fire! and fires twice.

SIXTH ORDER

The second mortar Opens Fire! and fires twice. Note, these four shots are all resolved together.

SEVENTH ORDER

Mortar rounds complete, the seventh order of the turn is for the player to use his battlegroup forward commander for the Tactical Co-ordination order. A PaK-40 crew and its loader team are currently pinned, and he wants them to engage some enemy T-34s. The PaK-40 crew are Regulars, so after taking a Battle Counter, they need to take a unit experience test on 3+. They pass, and the pinning marker is removed.

EIGHTH ORDER

Now unpinned, the PaK-40 is given the Open Fire! order. First it rolls for its loader team to see if it can get an extra shot. It rolls a 5, and passes. The PaK-40's three shots will be two aimed fire shots with armour-piercing shells at two T-34s, and thirdly HE shells for Area Fire at an enemy machine-gun team.

These shots are resolved one at a time, destroying one T-34 and pinning the machine-gun team – good shooting.

NINTH ORDER

The ninth unit to receive orders is an SdKfz 251/1, which will get the Disembark order. First it makes a normal move, then the Panzer Grenadiers and MG team inside leap out and are placed within 4" of the vehicle. That completes its order.

TENTH ORDER

The dismounted Grenadiers and the MG team are both now available to be



Panzer III L

given orders. The MG team are given the Open Fire! order and will use Area Fire twice, targeting two enemy infantry units ahead. In the blaze of MG fire, one enemy infantry unit becomes pinned.

ELEVENTH ORDER

The last order of the turn. The player opts for another Disembark order for another SdKfz 251/1. This time, the vehicle will give up its movement to take a shot, and uses Area Fire with its machine gun to target an enemy anti-tank rifle team. Then the Panzer Grenadier squad and MG team inside are placed within 4" of the vehicle.

REACTION ORDER (RESERVE MOVE)

Before the turn ends, the Russian player interrupts again to use a Reserve Move order he placed last turn on a T-34. He pushes this T-34 forward with double its movement, ready to get into the battle in his turn.

RALLY

Finally, the German commander decides to take a single battle counter to remove pinning. He currently has three pinned units. He takes the counter, it's a 3, and places it in his stack. He rolls the D6 and scores a 4. He removes all three pinned markers and the spare is lost.

This ends the turn... Over to the Russians.

MOVEMENT



Each unit has its own movement distance, how far it can move on the tabletop expressed as inches. How much of its potential movement can be used is dictated by a unit's orders, but most of the time a unit can make a single move of the distance stated.

Infantry Movement

Infantry are small and nimble (compared to tanks) and can quickly find their way around, over or through obstacles that would impede vehicles. An infantry unit can always move 5", and this is not affected by any movement modifier unless it is dangerous terrain (see page 18). This distance is also not affected by whether the unit is on a road or moving cross-country. When moving, an infantry model must begin and end its move within 1" (approximately) of another member of its unit.

Cavalry Movement

Horses are fast, sometimes very fast, but they can't get into the places infantry can. A cavalry unit can move up to 8". This is increased to 10" if the unit is on a road, because roads are generally flat(ish) and provide decent footing. Once per game, a cavalry unit can make a special 'Charge!' move. This allows the unit to increase its speed to 12" for that turn, but once a cavalry unit has charged, it cannot charge again. Cavalry units are affected by difficult ground, obstacles and dangerous ground.

Horse Towed Gun

(and horse and cart)

Not as fast or nimble as cavalry, a horse towed gun, or a horse towed cart (usually a supply unit) can move up to 4" off road and 6" on a road, and is affected by difficult ground, obstacles and dangerous ground.

Above: Red Army soldiers advance under the covering fire of their DP light machine gunner and his loader.

(Novosti 881063)

Bicycle

Some units were equipped with bicycles, to speed their movement to combat (not to fight from). A bicycle unit can move up to 3" off road, but this is increased to 10" whilst they remain on a road.

Manhandled Gun

Guns without towing vehicles, or a horse and limber, have to be pushed by their crew – this is hard, slow work. How far a gun can be moved is determined by its size. Very Light guns can be manhandled up to 3". Light guns can be manhandled up to 2". Medium guns can be manhandled up to 1", and Heavy guns cannot be manhandled at all, requiring a towing vehicle or horse and limber because they are just too big.

MOVEMENT SUMMARY TABLE

Unit	Off-Road	On-Road
Infantry	5"	5"
Vehicle	see vehicle profile	
Cavalry*	8"	10"
Bicycle	3"	10"
Horse towed gun	4"	6"
Manhandled very light gun	3"	4"
Manhandled light gun	2"	3"
Manhandled medium gun	1"	2"
Manhandled heavy gun	-	-
Aircraft	anywhere	

* Once per game, cavalry may charge up to 12"



Panzer II F

Vehicles

In each vehicle's profile, you will find it is rated for two movement distances: off-road and on-road. This is the distance a vehicle can move, depending upon where it is. The road value can only be used if the vehicle starts its movement on a road and remains on a road for its entire move, and represents the vehicle's maximum speed. Otherwise, use the vehicle's off-road movement allowance. This distance takes into account the vehicle type. So, a wheeled vehicle might be fast on a road, but will generally be slower off-road than a tracked vehicle. Vehicles designed for road travel (such as trucks, etc) will find their off-road movement distances severely restricted because they lack the traction and suspension needed for sustained off-road movement.

Aircraft

Aircraft are, of course, very fast. An aircraft has no movement distance; instead it can move anywhere on the tabletop it likes.

TERRAIN EFFECTS

Difficult Ground

If any unit except infantry must move through an area of difficult ground, such as woods, marshes, broken or rocky ground or piles of rubble, then reduce its total movement distance by a D6" per move it spends in the terrain. A unit cannot be reduced to less than 1" of movement, so it can't be stationary. If the dice roll indicates that the unit is stationary, it can still struggle forwards 1". Roll once for each move a unit makes in difficult terrain.

Obstacle

If a unit must cross an obstacle, such as a wall or a hedge, then again reduce its total movement distance by D6". If the reduction means the unit does not have enough movement to cross the obstacle, move it up to the obstacle instead. It can roll again and cross the obstacle during its next move. As with difficult ground, a unit can always move at least 1".

Dangerous Ground

If a unit must move through an area of dangerous terrain, such as over barbed wire or through a minefield, across scree-slopes etc, then it can only move D6". The D6" result cannot exceed the unit's normal maximum speed, so an infantry unit moving over or through dangerous terrain that rolls a 6 does not speed up, it moves its normal maximum of 5" (they must have found a safe

route). Dangerous ground can also have other effects on the unit (such as mines going off), which are described in their own rules.

Impassable Terrain

Some terrain, such as rivers or cliffs, count as impassable. If a unit moves into impassable terrain, then it counts as destroyed. Note that some units have special rules which allow them to enter some impassable terrain, such as amphibious units entering water, but otherwise these terrain features just block all movement.

Vehicles Reversing

Sometimes vehicles will want to reverse, usually to back away from the enemy whilst keeping their frontal armour facing them. Reversing is treated as crossing difficult ground, so reduce the unit's movement by D6", to a minimum of 1". This is also affected by difficult terrain or obstacles as normal.

Entering and Exiting Buildings

In order to enter a building, an infantry unit must move so that the majority of the unit is within 1" of the building model (or its base). If a unit ends its movement within 1" of the building, then they can immediately be placed inside the building.

In order to exit a building, an infantry unit takes half its basic move, measured from the building model (or its base), so it can only move 2.5".

VEHICLE PASSENGERS

A transport vehicle carrying passengers moves and fights as normal, and when they move any passengers are naturally carried with them. Once any passengers have disembarked the vehicle, the disembarked squad (or squads) become separate units and must then be given orders individually, until the passengers re-embark.

Whilst being transported inside a vehicle, an infantry squad or team cannot Open Fire! They must disembark first. A unit with the Artillery Spotter, Mortar Spotter or Air Spotter special rules may be given the relevant orders whilst still embarked.

Any passenger vehicle can be given a special 'Withdraw' order. This is the same as the Top Speed order, allowing the vehicle to move twice its normal distance. If the vehicle then ends its move within 10" of a table edge it can be removed from play. This allows transport vehicles to deploy their squads and quickly get out of the battle. No battle counter is taken for leaving the table.

TANK RIDERS

It was common practice for any armoured vehicle to carry infantry, because it beats walking! These are referred to as tank riders (whether they are actually on a tank or not).

OVERRUNNING DEPLOYED GUNS

Given the size and weight of tanks, an effective way to destroy enemy guns is simply to run over them! Any tracked tank, assault gun or other armoured fighting vehicle (this does not include half tracks, or tracked soft-skinned vehicles) can attempt to overrun and damage/crush a deployed enemy gun.

Zis 3 anti-tank gun



To do this, the tracked vehicle is issued the Manoeuvre and Fire order, but the fire order is replaced by its 'Overrun' attack. Of course, the targeted gun may use any Ambush Order to get a last ditch shot, before it is rolled over, if the attacker is in its normal line of sight. If the attacking tank reaches the gun, then the gun must make a Cover save or be destroyed. Guns inside hardened defences, such as bunkers, or deployed inside buildings, cannot be overrun.

They act just like other vehicle passengers, but are far more exposed. They can be targeted separately to the vehicle, and thus can be pinned separately, and count as in soft cover. If the transporting tank is hit by enemy fire, then the tank riders are immediately

disembarked (they don't hang around with shells impacting around them). They are marked as pinned. If the vehicle they are riding is destroyed by the hit, then D3 (a D6 divided by 2, round fractions up) tank riders are also killed and a morale test must be taken.



OPEN FIRE!



T34/43

There are many different types of weapons and many different types of target, and this chapter deals with them all, from an infantryman armed with a rifle or submachine gun, up to the largest calibre howitzers, multiple rocket launchers, flamethrowers, anti-aircraft cannons and everything else. These weapons also have various effects, depending upon the target. Firing is dealt with in two different ways, with different effects. The first is Area Fire and the second is Aimed Fire. Area Fire is less accurate and less likely to cause

death and destruction, but is more likely to pin a target. Aimed Fire is shooting at a visible and identified enemy to destroy it. Do not fall into the trap of believing that Aimed Fire is somehow 'better' than Area Fire, both have an important place, and pinning an enemy is a very useful tactic, because an unpinned enemy is able to move and fire back, whilst a pinned one can be manoeuvred against to get into a good position to destroy them. You will need to use both to achieve victory...

FIRING BASICS

There are two rules that all units firing at the enemy, by whatever method, must comply with. The first is line of sight, the second is range. A target unit must be within the firing unit's line of sight and range before it can be engaged with any type of fire.

FIRE ARCS

All units have an arc of fire, depending upon what type of the unit they are.

Infantry

All infantry squads and teams have a 360° arc of fire. They are nimble and fast enough to be able bring their weapons to bear quickly in any direction.

Deployed Guns

A deployed gun or mortar has a 90° arc of fire to the front. If a target unit is not within this forward arc then it cannot be targeted.

Vehicles

Vehicles with fixed weapons (not in turrets or pintle-mounted) have a 45° arc of fire to the front. If a target unit is not within this limited arc of fire, then it cannot be targeted.



Turrets

If a vehicle's weapon is mounted in (or on) a turret, it has a 360° arc of fire.

Pintle-Mounts

A vehicle with a pintle-mounted weapon, such as a machine gun, has a 360° arc of fire. If the pintle-mount is on top of the turret, then this is independent of the direction the turret is facing.

BASIC RANGES

All weapons have a maximum range, summarized here. If a target unit is beyond this maximum range then it is automatically missed.

Rifle	30"
Submachine gun	10"
Light machine gun	30"
Medium machine gun	30"
Heavy machine gun	40"
Autocannon	50"
Anti-tank gun	50"
Long anti-tank gun	70"
Deployed cannon or howitzer	50"
Tank gun	50"
Long tank gun	70"

OPEN FIRE!

If a unit's order allows it to open fire, then the commanding player can choose which type of fire he will use, what type of ammunition he will use (if he has a choice, such as armour-piercing shells or high-explosive shells) and he must nominate an enemy unit as his target. He must state these before he begins to resolve the firing or rolls any dice, and they cannot be changed once any dice have been rolled.

Example of Firing Basics

A T-34 has been given the Fire and Manoeuvre order. Before firing, it must choose a type of fire; in this case it will be Aimed Fire. It must select which weapon or ammunition to use. As a tank, it has machine guns and its main gun. It will use its main gun, which can fire either high-explosive or armour piercing shells. Its target (in line of sight and range) is an enemy anti-tank gun, so it selects a high-explosive shell. This will be resolved as aimed fire with high-explosive shells.



Panzer IVH

PINNED

A common game-term throughout these rules, a pinned unit (be it an infantry squad, deployed gun, tank, or anything else) is one that is under so much fire that it can do little else except look to its own survival. The men or crew might be hiding in a ditch nearby, manoeuvring to find better concealment or just hugging any cover, but they can't do much else. A unit can only have one pinned marker at a time. Additional pinned results have no further effect. A pinned unit cannot be given any orders, and will thus do nothing until its pinned marker is removed.



AREA FIRE

WITH SMALL ARMS, MACHINE GUNS & HIGH-EXPLOSIVE SHELLS



MG42 heavy machine gun team

Area fire is used to harass the enemy, keep their heads down and generally scare the willies out of them! Its primary intention is not to kill the enemy, although casualties might be caused as a desirable side effect of the hot lead flying about. Its primary role is to pin the enemy, and generally make it difficult or impossible for them to move or fight back. Keeping the enemy under a hail of bullets and shells will go a long way to achieving victory, because most soldiers would rather take cover and stay there when the bullets are coming thick and fast, rather than get up and fight back. This is the main effect of area fire – making it hard for the enemy to fight back.

USING AREA FIRE

When a unit opens fire, it can choose to use Area Fire, spraying the area with bullets and shells. Follow the steps below.

1. Roll for Area Fire Effect.
See the Area Fire Effect Table.
2. Roll the target unit's Cover Save.

1. AREA FIRE EFFECT TABLE

Cross Reference the firing unit's Rate of Fire, or the type and size of shell being used, and the range to the target, with the target unit type. This will give the die roll required to pin the target unit. If the test is passed, the unit must make a cover save. If it fails, then the firing was too wild and has no effect. A '-' mark means that there is no chance of causing pinning against that target with this weapon.

2. COVER SAVE

Under fire, men seek cover; it is a natural response, and the better the cover, the better the chance of survival. Of course, this also applies to gun crews and vehicle crews. A vehicle, well concealed or dug-in to cover is also better protected than one in the open, but it is far harder to hide a tank than a man. This is represented by a Cover Save.

Open

As it says, the unit is not in any cover represented on the table. Players should remember that even in the open, infantry will find some form of cover. Bushes and long grass provide cover, as well as dips in the ground not represented upon a flat wargaming table. Soldiers under fire can always lie low for cover, and we assume that they do, even though our static model soldiers cannot.

1. AREA FIRE EFFECT TABLE

Rate of Fire	Range	Infantry	Deployed gun	Soft-skinned vehicle	Open-topped AFV	Enclosed AFV	Aircraft
9+	Short - 0-10"	2+	2+	2+	4+	5+	-
	Medium - 10-20"	3+	3+	2+	5+	-	-
	Long - 20-30"+	4+	4+	2+	6+	-	6+
5-8	Short - 0-10"	3+	3+	2+	5+	6+	
	Medium - 10-20"	4+	4+	2+	6+	-	-
	Long - 20-30"+	5+	5+	3+	-	-	6+
1-4	Short - 0-10"	4+	4+	2+	6+	-	-
	Medium - 10-20"	5+	5+	3+	-	-	-
	Long - 20-30"+	6+	6+	4+	-	-	-
Armour Piercing shell ¹		-	6+	3+	6+	6+	-
HE from very light gun ¹		5+	5+	2+	5+	6+	5+
HE from light gun ¹		4+	4+	2+	4+	6+	-
HE from medium gun ¹		3+	3+	2+	3+	5+	-
HE from heavy gun ¹		2+	2+	2+	2+	4+	-

¹ Range has no effect on Area Fire from High-Explosive or Armour Piercing shells.



Above: Infantry of the Regina Rifles occupy cover in a damaged store front. (Canadian National Archive 3396123)

Soft Cover

The unit has some form of cover that makes it harder to see them, even if it wouldn't be very effective at stopping a bullet or shrapnel. This might include woods, bushes or an overgrown thicket, crop fields (when ripe), or a wooden fence.

Hard Cover

The unit has good cover that makes it harder to see them and would stop a bullet. This could be inside a building, or behind stone wall. Dug-in vehicles also count as in hard cover against area fire.

Reinforced Cover

This is improved hard cover, designed to withstand fire, such as in trenches and foxholes. It could also represent a fortified position, such as buildings

reinforced as defensive positions. This also includes bunkers and strongpoints constructed of wood.

Hardened Cover

This is the toughest cover, designed to withstand the heaviest fire, such as concrete bunkers or reinforced pillboxes. Units inside will be very difficult to pin.

PINNING

If the target unit fails to pass its Cover Save, then it is marked as pinned. A pinned unit cannot be given any orders until its pinning marker is removed.

AREA FIRE AND CASUALTIES

Of course, with shells landing and bullets fizzing past, there is a chance that there will be casualties. If an infantry unit or a deployed gun rolls a 1 for

its cover save, then as well as being pinned, the unit also takes one casualty, wounded or killed by the fire. No morale test is required for this loss. Vehicles are not affected, they just become pinned.

Example of Area Fire

A German heavy MG42 team is given the Open Fire! order, and chooses to target Area Fire at a Russian infantry unit, 18" away, and a supporting SU-76, 27" away. The heavy machine guns RoF is 8, so at 18" it needs a 4+ to pin the infantry, and a 6+ for the open-topped armoured vehicle.

The HMG team roll a 5 and a 6, passing both. The infantry are in the open, so need a 6 cover save. They roll a 1 and fail, and are marked as pinned. They also take a single casualty because of the roll of a 1. The SU-76 is obscured in a treeline, it needs a 6, and rolls a 4, failing. It too is now marked as pinned.

2. COVER SAVE TABLE

	Open	Soft	Hard	Reinforced	Hardened
Infantry	6+	5+	4+	3+	2+
Deployed Gun	6+	5+	4+	3+	2+
Vehicle	none	6+	4+ (dug-in)	-	-

AIMED FIRE

WITH SMALL ARMS & MACHINE GUNS



Maxim machine gun team

Aimed Fire is observing the target and trying to hit and destroy it. This is far harder to do than Area Fire, which just requires the bullets and shells to land in vaguely the correct area. Aimed Fire requires proper sighting and judgement to actually hit the target(s), not always easy in the heat of battle. Aimed Fire is a little more involved than Area Fire and requires the commander to complete the following steps:

1. Observe the target
2. Roll to Hit the target
3. Target's Cover Save
4. Target's Morale test

1. OBSERVATION

Before a unit can fire at an enemy target, it must know that it is there. This is called observation. As the battlegroup commander, you are removed from the front line, not actually lying in the dirt

with the enemy ahead of you. Much as you might wish your units to act according to orders, they just won't always be able to. Observation covers all of the possible reasons a unit might fail to see and engage a target. To start with, this is a battlefield; there is a lot of dust and smoke, which isn't easily shown with models on a wargaming tabletop. The dust and smoke make seeing the enemy hard and it could momentarily obscure a target.

In battle it is surprising how little of the enemy soldiers can see. They rarely get a clear view of them (if they did, then the enemy would be dead), and often fight entire battles without ever seeing anything of the enemy, except perhaps muzzle flashes, or the dead or a few wounded prisoners afterwards. Just because you, as the player, have a God-like overview of the miniature battlefield, those men (models) on the ground do not. They are mostly crawling around, keeping their heads down and trying not to get hit.

The first step of any Aimed Fire is observing the enemy. It is easier to spot an enemy unit that has been firing than one that hasn't, because of the muzzle flashes and smoke. Look up the relevant target unit, apply any modifiers, and roll a D6 to observe it. If the target is 'automatic' do not roll, it is always observed, regardless of any modifiers. If the roll fails then no further action is taken. Obscured simply means the unit has any form of cover at all. See the Observation Table below.

2. TO HIT

With the enemy observed, the next task is to hit them. With small arms fire and machine guns (up to and including larger autocannons), this is done by using the firing unit's Rate of Fire (RoF). Total up the unit's RoF, and this is the number of D6 that must be rolled to hit. Also listed on the Small Arms table is each weapon's maximum range, beyond which their RoF counts as 0, and the minimum crew requirements to fire the weapon. A weapon without the required crew can still fire, but counts as half its normal RoF (round fractions down). Extra crew members do not add their RoF to crew-served weapons, they have other jobs and act as a reserve crew. The Special column lists any other rules or features.

AIMED FIRE 'TO HIT' TABLE

Once the total RoF has been established, take that number of D6 and roll to hit, cross referencing against the range to the target on the Aimed Fire 'to hit' table.

1. OBSERVATION TABLE

Infantry in the Open Firing	2+
Infantry in the Open	3+
Obscured Infantry Firing	3+
Obscured Infantry	4+
Deployed Gun in the Open Firing	automatic
Deployed Gun in the Open	2+
Obscured Gun Firing	2+
Obscured Gun	3+
Vehicle in the Open Firing	automatic
Vehicle in the Open	2+
Obscured Vehicle Firing	2+
Obscured Vehicle	3+
Aircraft	automatic

Modifiers

If the observing unit has the Scout special rule	+1
If the target unit is an Infantry team of three men or less	-1

2. SMALL ARMS RATE OF FIRE

Weapon	RoF	Maximum Range	Crew	Special
Rifle	1	30"	-	
SMG	1(2)*	10"	-	
Light MG	2	30"	1 man	
Medium MG	5	30"	2 men	
Heavy MG	6	40"	3 men	
MG34 - bipod mount	5	30"	2 men	
MG 42 - bipod mount	6	30"	2 men	
MG34 - tripod mount	7	40"	2 men	
MG42 - tripod mount	8	40"	2 men	
Tank MG (<i>bow, co-axial, etc</i>)	3	30"		
Pintle mount MG	5	40"		
Light Autocannon (20mm)	6	50"	2 men	also Light HE
Heavy Autocannon (37mm and 40mm)	8	50"	3 men	also Light HE
Multiple Autocannons	10	50"	2 men	also 2 x Light HE
Multiple Medium MG mount	10	30"	3 men	
Man-pack Flamethrower	10	5"	1 man	one shot only. Open Cover save.
Vehicle Flamethrower	10	10"	-	Open Cover save.

* increases to 2 at under 5" but only when used with the Infantry Close Assault order.

2. AIMED FIRE 'TO HIT' TABLE

Range	Small Arms	MGs	Autocannon	Flamethrower
0-5"	2+	2+	2+	2+
5-10"	3+	3+	3+	3+
10-20"	4+	4+	4+	-
20-30"	5+	5+	5+	-
30-40"	-	6+	6+	-
40-50"	-	-	6+	-
50-70"	-	-	-	-

3. COVER SAVE

For each hit rolled the target unit must take a Cover Save. The Cover Save is exactly the same as for Area Fire, but is repeated here for clarity. Note that against aimed fire, make one save against each hit, not just one save for the unit. For each save failed, remove a model as a casualty.

4. MORALE TEST

The target unit might then be requested to take a Morale test. See the Unit Morale section for full details of this. Suffice to say here, any casualties will usually cause a Morale test to be taken.

2. COVER SAVE TABLE

	Open	Soft	Hard	Reinforced	Hardened
Infantry	6+	5+	4+	3+	2+
Deployed Gun	6+	5+	4+	3+	2+
Vehicle	none	6+	4+ (dug-in)	-	-

Damage to Infantry

For each Cover Save failed, the target unit must remove a model as a casualty. If a unit is destroyed then take a battle counter for its loss.

Damage to Deployed Guns

If a deployed gun is reduced to having no crew remaining, then it counts as destroyed. If a unit is destroyed, then take a battle counter for its loss.

Damage to Soft-skinned vehicles

Soft-skinned vehicles are not designed to take fire, and can quite easily be destroyed. All soft-skinned vehicles have a number of hits listed in the vehicle data. Once they have taken this number of hits, they are destroyed; until then, they act as normal. If a soft-skinned vehicle is destroyed, then take a battle counter for its loss.

FALL BACK!

Infantry caught in a hail of fire can opt to avoid heavy casualties by using the Fall back! special rule.

If any infantry unit is in the open and takes two or more casualties from an enemy unit's fire, then they can choose to Fall Back! This means they will only take a single casualty but, instead of the other losses, their opponent can move the unit backwards (away from the source of fire or from the closest enemy unit) up to 10", or into any cover within that 10", whichever is less (any cover must be used if available). The unit is marked as pinned after the move. The casualty does not cause the unit to take a morale test, they fell back instead.

Note, that an infantry unit cannot choose to Fall Back! if it comes under fire from which it takes no, or only a single casualty, is pinned, or if it already has some cover. The situation isn't serious enough to cause the infantry to seek better cover or get out of the line of fire, and they won't give up any cover they have whilst under fire.

Only infantry units (squad or teams) can Fall Back! Vehicles cannot and neither can the crew of a deployed gun or mortar (because that's called abandoning the gun and is dealt with by unit morale). Units which Fall Back! off the table count as routed (ie. destroyed).

Example of Fall back!

A German infantry squad is attacking a building occupied by a Russian squad. Using the Infantry Assault order, the Germans cross a low wall and move into Close Assault range, but the Russians are waiting and use Ambush Fire, scoring three casualties. Rather than take the casualties and the resulting morale test the Germans choose to Fall back! The Russian player moves them back to the low wall, as this is the closest cover away from the fire and less than 10" away (if there was no wall, he could have just moved them back the full 10"). The Germans remove just one casualty, seek the protection of the wall, and are marked as pinned.



Gaz AAA truck with motorised infantry

Damage to Transported Troops

Troops being transported inside any soft-skinned vehicle can also be lost to enemy fire. Any additional hits on the vehicle count against the transported men inside. So, if a medium truck can take three hits and actually takes four, then the extra hit counts against the troops inside. A passenger squad may make a soft cover save (5+) against the hits.

Any units inside a destroyed transport vehicle (armoured or soft-skinned) take D3 casualties, with no Cover save, are immediately placed within 4" of the wreck and marked as pinned. They must then take a unit Morale test for the losses (and trauma).

Example of Aimed Fire at a Vehicle

A German MG34 team is given the Fire and Move order. First they will Open Fire! at a Russian troop truck, just 9" away, then the team will move back.

Example of Aimed Fire at Infantry

A Russian Maxim machine gun team is given the Open Fire! order, and chooses to target a German Infantry squad 12" away, and a German MG34 machine gun team 23" away. The infantry squad are in the cover of a wheat field, but the MG team are in the open.

First, the Maxim rolls to observe the infantry squad, which hasn't fired, so the roll needed is a 3+. A 6 is rolled so the Maxim team has spotted them. The Maxim has a RoF of 5, so five dice are rolled. At 12" they need 4+ to hit. Three hits are scored. The Germans are in a wheat field, so require a soft cover save of 5+. They save two, and one man is hit and down. The German infantry

squad can't use the Fall back! rule, because they haven't taken enough damage and are in cover. They must now take a Morale test because they lost a man.

Next target. The MG34 team has been firing, so will be spotted on a 2+. A 4 is rolled, and it has been identified. The Maxim opens up again, rolling five dice, needing 5+ to hit at 23". It scores two hits. The Germans take their 'in the open' cover saves of 6+, but fail both. Eek, two men from the three man team are down. Instead of taking the casualties the German player chooses to Fall back! The Russian player moves them back to the nearest cover (a wood line 7" away). One man is lost in the retreat, and the unit is marked as pinned.

First they must Observe the truck. The truck is a vehicle in the open, which didn't fire (it has no guns). They require a 2+, the roll is a 5 and they pass. The crew cut loose. The bipod mounted MG34 has a firepower of five and needs 3+ to hit. Five hits are rolled – ouch! As a vehicle in the open, the truck has no Cover save, so takes three hits and is destroyed. The extra two hits are passed on to the passenger squad, which must make a 5+ cover save against them. One is saved, and one man is removed. The squad is placed within 4" of its wrecked truck and marked as pinned. Because of the casualty, the infantry must now take a morale test as well.

INFANTRY CLOSE ASSAULT

There is an order that allows infantry units to Close Assault the enemy, using bayonets, sub-machine guns, grenades and so on, to maximum effect. When an infantry unit uses the Infantry Close Assault order to get to within 5" of an enemy unit a few special rules are used, detailed below. Close Assault is also used for attacking enemy vehicles with anti-tank grenades and other improvised anti-tank weapons (see anti-tank grenades on page 34).

Sub-Machine Guns

At their most effective in close assaults, a sub-machine gun has its firepower increased to 2 when used at under 5" for an Infantry Close Assault.

'Grenade!'

All infantry squads and weapon teams are assumed to have grenades. The attacking unit can add an extra D6 to its total RoF, as men begin to post and throw grenades into enemy positions.

Infantry vs Infantry at Close Assault Range

This is likely to be deadly for both sides. An infantry unit engaging the enemy at 5" range or less adds up its total RoF value as normal, including the extra D6 for thrown grenades and bold individuals charging in, bayonet fixed or entrenching tool in hand. Observation is automatic in close assaults. Such boldness is also potentially lethal to the attacker, and the enemy will fight back.



Simultaneous with resolving the assaulting unit's fire, an unpinned enemy unit can fire back. Resolve this as normal, without any order required. Note, the defenders get their bonus for having SMGs, and but do not get a 'Grenade!' bonus.

Both sides make Cover saves against any hits as normal. If both sides are inside the same building, they both count as in hard cover. Units may not Fallback! from a close assault.



Above: SU-76s provide support for an infantry assault. (Novosti 851285)

INFANTRY WEAPONS OF WORLD WAR II

Rifles

Enfield MkIV, M1 Garand, Mosin-Nagant and Mauser Kar 98K were the standard service rifles of the main combatants. They are all rifles, and as such have a RoF of 1, and a maximum range of 30". All infantry are assumed to have a rifle, even if gun crew or a rear echelon supply unit.

Sub-Machine Guns

General service sub-machine guns were the US Thompson, British Sten, Russian PPsH, and the German standard service weapons were the MP38 and MP40. Only really useful in close contact with the enemy, SMGs really come into their own in Close Assaults. A single infantryman per squad, with the appropriately armed model, can be equipped with an SMG. They have a RoF of 1 up to their maximum range of just 10". In an assault they count as having a RoF of 2.

Light Machine Gun

Common, light squad support weapons were the British Bren, US BAR and Russian DP, known as the 'record player' due to its distinctive circular pan magazine. All light machine guns have a RoF of 2 and a maximum range of 30".

Medium Machine Gun

The US M1919 .30 calibre MG, British Vickers and the Russian Maxim have a RoF of 5, with a maximum range of 30" or 40". It requires at least two men to fire the weapon. If a single man is left manning it, then its firepower is halved (rounded down) to just 2.

Heavy Machine Gun

The US M2 .50 calibre HMG and the Red Army's DshK, were most often used as a heavy anti-aircraft machine guns. So good were they that they both remain in service to this day. A HMG has a RoF of 6, and a maximum range of 40". It requires three men to fire the weapon. If fewer crew are left manning it, then its firepower is halved to 3.

MG-34

The standard light machine gun of the German Army from the start of the war, it was usually fired from a bipod, as a squad support weapon. In this case it has a RoF of 5 and a maximum range of 30". It could also be mounted on a tripod for sustained fire. In this case it has a RoF of 7 and maximum range of 40". Regardless of its mount, the MG34 requires a crew of 2 to fire at full effect. If reduced to a single man, then its RoF is halved (rounded down) to 2 from a bipod, and 3 from a tripod.

MG-42

A superb weapon with a ferocious rate of fire, the MG-42 was a state of the art weapon that only enter service in 1943. Fired from a bipod, it has a RoF of 6 and maximum range of 30". When mounted for sustained fire on a tripod, it has a RoF of 8 and maximum range of 40". Regardless of its mount, the MG42 requires a crew of two to fire at full effect. If reduced to a single man, then its RoF is halved (rounded down) to 3 from a bipod, and 4 from a tripod.

Autocannons

Light cannons, usually with an automated feed, were commonly fielded as anti-aircraft weapons, but were

mounted on lighter vehicles as well. They are versatile weapons and were commonly used for ground fire.

20mm

Light autocannons of roughly 20mm calibre fire high-explosive tipped rounds, as well as incendiary shells for their extra damage against aircraft. They have a RoF of 6 and have a maximum range of 50". An autocannon can be used for Area Fire, using either its RoF or its very light HE rating, whichever is best. It is treated as having a RoF 6 when used for Aimed Fire. Against armoured vehicles it can also be used for Aimed Fire with armour piercing shells, in which case treat it like any other armour piercing shell.

37mm and 40mm

Heavy autocannons of 37mm and 40mm fire larger high-explosive and incendiary shells, usually with a lower rate of fire, but harder hitting impact. They have a RoF of 8 and have a maximum range of 50". An autocannon can be used for Area Fire, using either its RoF or its very light HE rating, whichever is best. It is treated as having RoF 8 when used for Aimed Fire. Against armoured vehicles it can also be used for Aimed Fire with armour piercing shells, in which case treat it like any other armour piercing shot.

Flamethrowers

As well as dealing with small arms RoF, Aimed Fire also covers flamethrowers – fearsome tools of war, lethal against static targets like bunkers and buildings.

Right: 3" mortar crew of the Regina Rifles occupying pits near Bretteville l'Orgueilleuse (Canadian National Archive 3256086)

Flamethrowers are either man-pack, i.e. carried by an infantryman, or vehicle mounted. A man-pack flamethrower has enough fuel for a single burst of flame, so once it has been used it cannot be used again. A vehicle mounted flamethrower will have its ammunition listed in its profile.

Flamethrowers have a RoF of 10 and can only be used against stationary targets, be that a building or bunker or a static vehicle. If the target moved last turn then it cannot be targeted by a flamethrower. This does not include infantry inside buildings, which may have moved into the building, but can still be targeted because the building is really the target. If used against a static vehicle, they have a random penetration value, determined by rolling a D6, and always attack the vehicle's side armour value. A unit hit by a flamethrower also counts as in the Open for Cover saves.

Flamethrowers are fearsome weapons, hated by soldiers who, naturally, fear their effects. The first time any enemy unit is attacked by a flamethrower, then its commander must take a battle counter. This is because of the terror such weapons instill in those at risk of incineration.

Light Mortars

Light infantry support weapons of approximately 50mm calibre (or 2"), throwing small mortar bombs up to approximately 500 metres. They have a minimum range of 5" and a maximum range of 20". They were generally being removed from the orders of battle, but many units retained them. They are Very Light weapons with an HE rating of 3/5+ and an armour penetration value of 1. Light mortars cannot use Indirect Fire (Direct Fire with HE or Area Fire only). They count as infantry for movement.

Medium Mortars

The standard battalion support weapon for the fast delivery of high-explosives and smoke bombs up to approximately 2.5km. 80mm, 81mm, 82mm and 3" all saw wide service throughout the war. They have a minimum range of 10" and a maximum range of 90". They are Light weapons with an HE rating of 4/4+ and an armour penetration value of 2. They count as very light guns for movement.

Heavy Mortars

Well loved for their fast response and hard hitting impact, the standard 120mm heavy mortar (the Germans copied theirs from the Russian design) and British 4.2" provided infantry with their heaviest high-explosive support before calling upon artillery units – with a range of approximately 6km. They have a minimum range of 15" and a maximum range of 240"! They are Light weapons with a HE rating of 6/4+ and an armour penetration value of 3. They count as medium guns for movement.





SU-76, the 'bitch'

As well as being very useful for Area Fire, high-explosive shells can also be used for Aimed Fire, in effect getting the shell so close to a target that it is destroyed by the blast. Any gun with high-explosive shells can be used for Aimed Fire, by following the steps below.

1. Observe the target
2. Roll to Hit the target
3. Roll for High-Explosive Damage
4. Target's Cover Save
5. Target's Morale test

1. OBSERVATION

This is exactly the same as for all forms of Aimed Fire, and is repeated here for clarity.

1. OBSERVATION TABLE

Infantry in the Open Firing	2+
Infantry in the Open	3+
Obscured Infantry Firing	3+
Obscured Infantry	4+
Deployed Gun in the Open Firing	automatic
Deployed Gun in the Open	2+
Obscured Gun Firing	2+
Obscured Gun	3+
Vehicle in the Open Firing	automatic
Vehicle in the Open	2+
Obscured Vehicle Firing	2+
Obscured Vehicle	3+
Aircraft	automatic

Modifiers

- If the observing unit has the Scout special rule +1
 If the target unit is an Infantry team of three men or less -1

AIMED FIRE

WITH HIGH EXPLOSIVE SHELLS

2. TO HIT

With the enemy sighted, the next task is to hit them. With a high explosive shell, this involves rolling to hit. Check the score required to hit based on the range to the target, add any modifiers and roll a single D6. A miss has no effect.

The Rule of 1s and 6s

Regardless of modifiers, a dice roll of 1 is always a miss. A dice roll of an 6 is always a hit. So, even if a moving firer is shooting at a target 40-50" away, which moved and is obscured, a straight 6 will still hit.

¹ Extended Range

Extended range is an extra range band only available to some guns, whose accuracy and velocity allows them to be fired (with a chance of success) at longer ranges. Guns capable of firing at this range are noted in the equipment data section. To hit at extended range always requires a 6.

2. AIMED HE FIRE TO-HIT

Range	HE Shell
0-10"	2+
10-20"	3+
20-30"	4+
30-40"	5+
40-50"	6+
50-70" ¹ see below	6+

Modifiers

- Target Moved last turn -1
 Target is Obscured -1
 Firer Moved (or will move) this turn -1
 Ace Crew +1

3. DAMAGE

Every gun has its high explosive power rated. The larger the gun, the bigger the blast – naturally. If a hit is scored check the gun's HE rating, given as two figures, such as 6/4+. This means that the gun rolls six dice, needing 4+ to cause a hit.

Damage to Infantry

Each hit rolled requires the target unit to make a cover save. Infantry cannot use the Fall back! rule against high-explosive damage, as there is no chance to react.

Damage to Deployed Guns

Each hit rolled requires the crew to make a Cover Save. Instead of the hit, if any of the damage dice were a 6 then the gun itself must make a Cover save or be destroyed.

Damage to Soft-skinned vehicles

Each hit rolled requires the target vehicle to make a Cover Save or take a hit. Extra damage will be passed on to any transported troops, as for small arms fire.



Damage to Armoured Vehicles

The standard high-explosive rating is not used against armoured vehicles. Instead, each HE shell also has an armour penetration value listed. Cross reference the HE shell's armour penetration against the target's armour value, just as for an armour piercing shell. (see Aimed Fire with armour piercing shells for details).

4. COVER SAVE

For each hit rolled the target unit must make a Cover Save. The cover save is exactly the same as for Area Fire, but is repeated here for clarity. Note that against Aimed Fire make one save against each hit, not just one save for the unit. For each save failed, remove a model.

5. MORALE TEST

The target unit might then be requested to take a Morale test. See the Unit Morale section for full details of this. Suffice to say here, any casualties will cause a Morale test.

2. COVER SAVE TABLE

	Open	Soft	Hard	Reinforced	Hardened
Infantry	6+	5+	4+	3+	2+
Deployed Gun	6+	5+	4+	3+	2+
Vehicle	none	6+	4+ (dug-in)	-	-

Example of Aimed Fire with High Explosive Shell vs Infantry

A German Tiger tank opens up with high-explosive shells at a Russian infantry squad, 19" away. First it must observe the infantry, who are in the open and fired last turn. The dice roll required is a 2+. It is passed. Next, the Tiger rolls to hit. At 19" it requires a 3+. The infantry are static, in the open, but the Tiger moved, so it requires a 4+. A 6 is rolled and the shell hits.

The Tiger's 88mmL56 gun is rated as 4/3+. It rolls four dice and scores three damage.

The infantry get their three cover saves of 6+, and one passes. Two models are removed as casualties from the blast, and the unit needs a Morale check.

Example of Aimed Fire with High Explosive Shells vs Deployed Gun

Next turn, the Tiger changes its target to a deployed 76.2mm Zis3, in a wood line, 33" away, which didn't fire last turn. The Tiger needs a 3+ to see it, and passes. HE shell loaded, it fires. Rolling to hit, it needs 5+ for the range, -1 for obscured target. It needs a 6+ and scores a 6. Kaboom! Good shot. Rolling for damage it rolls four dice needing 3+, and scores three damage, but one dice is also a 6, so that's on the gun itself. The crew need 5+ Cover Saves for their woods and make one, so one crewman buys it. The gun needs a 5+ Covers Save, and fails. The 88 shells demolish the gun itself, destroying it and the surviving crew are removed too (they automatically run for the rear). A battle counter must be taken for the destroyed unit.

AIMED FIRE

WITH ARMOUR PIERCING SHELLS



Marder III with PaK 36(r)

Armour piercing or anti-tank shells are designed to punch through armour with their velocity and weight. Lacking the blast of high-explosive, they aren't much use for Area Fire (although you can always try), but instead specialise in Aimed Fire. An armour piercing shell is probably your best hope for destroying enemy tanks and other armoured fighting vehicles. Follow the steps below.

1. Observe the target
2. Roll to Hit the target
3. Roll for Armour Penetration
4. Target's Morale test

1. OBSERVATION

This is exactly the same as for all forms of Aimed Fire, and is repeated here for clarity.

2. TO HIT

With the enemy observed, the next task is to hit them. With armour piercing shells, this involves rolling to hit. Check the score required based on the range to the target, add any modifiers and roll a single D6. A miss has no effect.

The Rule of 1s and 6s

Regardless of modifiers, a dice roll of 1 is always a miss. A dice roll of an 6 is always a hit. So, even if a moving firer is shooting at a target 40-50" away, which moved and is obscured, a straight 6 will still hit.

¹Extended Range

Extended range is an extra range band only available to some guns, whose accuracy and velocity allows them to be fired (with a chance of success) at longer

2. AIMED AP FIRE TO-HIT

Range	HE Shell
0-10"	2+
10-20"	3+
20-30"	4+
30-40"	5+
40-50"	6+
50-70" ¹ see below	6+

Modifiers

Target Moved last turn	-1
Target is Obscured	-1
Firer Moved (or will move) this turn	-1
Target is a Deployed gun	-1
Ace Crew	+1

ranges. Guns capable of firing at this range are noted in the equipment data section. To hit at extended range always requires a 6.

3. ARMOUR PENETRATION

Every gun has its armour penetrating power rated on scale of 1 to 15, 1 being the smallest, lowest velocity weapons, whilst 15 is for the largest, most fearsome anti-tank guns.

Likewise, vehicles have their armour rated from A to O on the front, side and rear, with A as the thickest protection and O as the thinnest (but it is still armour). Any soft-skinned vehicles hit by an armour piercing shell use the SS column.

Damage to Armoured Vehicles

If a hit is scored against an armoured vehicle, cross reference the gun's armour penetration value (at the target's range) against the target's armour rating (for the facing hit), on the Armour Penetration Table. Roll 2D6 and consult the results.

1. OBSERVATION TABLE

Infantry in the Open Firing	2+
Infantry in the Open	3+
Obscured Infantry Firing	3+
Obscured Infantry	4+
Deployed Gun in the Open Firing	automatic
Deployed Gun in the Open	2+
Obscured Gun Firing	2+
Obscured Gun	3+
Vehicle in the Open Firing	automatic
Vehicle in the Open	2+
Obscured Vehicle Firing	2+
Obscured Vehicle	3+
Aircraft	automatic

Modifiers

If the observing unit has the Scout special rule	+1
If the target unit is an Infantry team of three men or less	-1

3. ARMOUR PENETRATION TABLE

	SS	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
1	7	8	9	10	11	12	12	-	-	-	-	-	-	-	-	-
2	6	7	8	9	10	11	12	12	-	-	-	-	-	-	-	-
3	5	6	7	8	9	10	11	12	12	-	-	-	-	-	-	-
4	4	5	6	7	8	9	10	11	12	12	-	-	-	-	-	-
5	3	4	5	6	7	8	9	10	11	12	12	-	-	-	-	-
6	3	3	4	5	6	7	8	9	10	11	12	12	-	-	-	-
7	3	3	3	4	5	6	7	8	9	10	11	12	12	-	-	-
8	3	3	3	3	4	5	6	7	8	9	10	11	12	12	-	-
9	3	3	3	3	3	4	5	6	7	8	9	10	11	12	12	-
10	3	3	3	3	3	3	4	5	6	7	8	9	10	11	12	12
11	3	3	3	3	3	3	3	4	5	6	7	8	9	10	11	12
12	3	3	3	3	3	3	3	3	4	5	6	7	8	9	10	11
13	3	3	3	3	3	3	3	3	3	4	5	6	7	8	9	10
14	3	3	3	3	3	3	3	3	3	3	4	5	6	7	8	9
15	3	3	3	3	3	3	3	3	3	3	3	4	5	6	7	8

RESULTS

Greater Than = Destroyed

If the 2D6 dice roll is greater than the required dice roll, then the round penetrates the armour, and the vehicle is destroyed.

Less Than = Glancing Hit

If the 2D6 dice roll is less than the score required the shot glances off, doing no serious damage. The vehicle must still take a Morale test for being hit but not destroyed.

Equal to = Pinned

If the 2D6 dice roll is a penetrating hit, but the dice roll is only equal to the required score, then the target is automatically pinned, not destroyed. The vehicle must still take a morale test for being hit but not destroyed.

Double 1 = Immobilised

If the 2D6 dice roll is a double 1, then the vehicle is immobilised for the rest of the game. The vehicle must still take a Morale test for being hit but not destroyed.

Damage to Deployed Guns

All deployed guns count as having an armour value of N. The results for armoured vehicles remain the same. Note, there is an additional -1 to hit with armour piercing shells, because deployed guns are not normally as large as vehicles.

Damage to Soft-skinned Vehicles

Treat soft-skinned vehicles as armoured vehicles, except a soft-skinned vehicle cannot be immobilised, because even if only immobilised, the crew will abandon it. So, it counts as destroyed instead.

Damage to Infantry

If an armour piercing shell is fired at an infantry unit then it is unlikely to do much damage, it just isn't designed for this job. Roll to Observe and hit as normal. If the to hit roll is a 6, then the infantry unit takes one hit, otherwise the shot misses. The infantry unit still get a Cover Save against the hit.

4. MORALE TEST

The target unit might then be required to take a Morale test. See the Unit Morale section for full details of this. Suffice to say here, a hit, regardless of the damage result, will require the target to take a Morale test.

Schürzen Plates

In order to counter the Red Army's widespread use of anti-tank rifles, the Germans introduced additional stand-off armour plates called *schürzen* (skirts). A vehicle with *schürzen* increases its side armour rating by 1 level against any hits with a penetration value of 5 or less. A weapon with a penetration value of 6 or more is not affected by the thin *schürzen* plates.

Those vehicles which are equipped with *schürzen* plates have it included as (-) in their vehicle data.

ANTI-TANK GRENADES

All sides made wide use of Teller mines, satchel charges and improvised Molotov cocktails as infantry-borne anti-tank weapons. Using these was very dangerous, because you had to get right up to the enemy tank. An infantry unit equipped with anti-tank grenades that has been given the Infantry Close Assault order, can attempt to attack a single enemy vehicle. Move the infantry unit up to within 5" of the target then roll a D6 on the anti-tank grenade attack table.

An infantry unit equipped with anti-tank grenades is assumed to have enough to last the battle and may use them as often as it likes (or it has men left to try!).

Anti-Tank Grenade Attack Table**D6****1****Result****Heavy Casualties**

Remove 1D3 infantrymen from the attacking squad, cut down by defensive fire during the attempt. This will also cause the unit to take a Morale test. No damage is caused to the target vehicle.

2-4**Casualty**

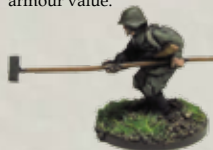
Remove one infantryman from the attacking squad. This will also cause the unit to take a Morale test. No damage is caused to the target vehicle.

5**Success – Side Armour**

A mine is successfully placed on the target vehicle. Make a single Penetration value 6 attack against the vehicle's side armour value.

6**Success – Rear Armour**

A mine is successfully placed on the target vehicle. Make a single Penetration 6 attack against the vehicle's rear armour value.



INDIRECT ARTILLERY FIRE

The power of artillery cannot be ignored because, even whilst the forces on the tabletop are closely engaged with the enemy, artillery is a weapon capable of winning battles on its own. But, despite its destructive power, artillery also has its limitations, and certainly cannot be unleashed indiscriminately. Far more common on battlefields of the size depicted in wargames is mortar fire, which also uses the rules detailed here. In the following rules the term “guns”, should be taken to refer to all artillery and “mortars”. Indirect Fire is the only type of firing medium and heavy mortars can use.

Targeting artillery and mortars accurately is a complex mission, only undertaken by trained specialists in the form of artillery and mortar observer teams and senior commanders. Only units with the Artillery Spotter special rule can call for artillery fire. A unit with the Mortar Spotter special rule can call for mortar fire, as can an Artillery Spotter.

To use artillery follow the steps below.

1. Request Artillery Fire order
2. Priority Check
3. Communication check
4. Position spotter round.
5. Roll for deviation
6. Fire for Effect

1. REQUEST ARTILLERY FIRE

Before any fire can be called up, an eligible spotter unit must be given the Request Artillery Fire order.

2. PRIORITY CHECK

If the guns to fire are from the Additional Fire Support section of the army list, then the spotter unit must roll a priority check. This can be either a 1st, 2nd or 3rd priority and is a D6 die roll. The score needed to pass the test is given in the Army List. If the test is passed, then proceed to a Communication test. Failure means higher command has not authorised the use of the guns at this time – hard luck.

If the guns to be fired are from the Artillery section of the army list, then the priority check is automatically passed, because these guns are part of the battlegroup, dedicated to supporting this battle and awaiting the call from your observer.

3. COMMUNICATION TEST

Next, the spotter must talk to the guns, to give them their target information. This is done via radio or field telephone. The observer chooses how far up the chain of command he will attempt to call fire from, with the Communication test getting more difficult the further up the chain of command. See the Additional Fire Support section of the Army List for the roll required. This dice roll can be affected by several specialist units, like a Forward Signals unit, wire team and/or a dispatch rider. Failure of the test ends the fire mission due to an inability to get the right information through in time.

Next, roll on the appropriate table to discover which guns are available.



Wespe

4. POSITION SPOTTER ROUND

Next, place a spotter round marker anywhere in the spotter's line of sight, and within 70" of the spotter. The marker does not have to be placed on an enemy unit, just a point on the tabletop, as artillery fires at a grid reference, not at a specific enemy target. The marker must be at least 15" away from an on-table artillery gun or battery.

5. DEVIATION

Next, roll to see how accurate the spotter round will be. Roll a D6 on the spotter round accuracy table to see where the spotter round lands.

Spotter Round Accuracy Table

D6	Result
1	Wild. Misses by 4D6" in a random direction.
2-5	Miss. Misses by 2D6" in a random direction.
6	Accurate. Misses by 1D6" in a random direction.

To determine a random direction, take a D12 and allocate one table edge as 12 o'clock. Then, use the D12 result as a clock face, with the spotter round heading towards 1 o'clock, 3 o'clock, 7 o'clock, etc. Alternatively, roll a single D10, its point now indicates a direction. Other methods of determining a random direction are also acceptable.



6. FIRE FOR EFFECT

With the spotter round in its final position, this will become the centre point of the ensuing barrage. The spotter unit can now fire for effect, in which case the guns will open up. If the spotter round is positioned badly, then the spotter unit can cancel the fire mission, and the guns will hold their fire, ending the fire mission.

FIRING FOR EFFECT

Once the guns begin to fire for effect, the spotter's order is complete. You must now order the guns to commence firing, using the Open Fire! order. Each gun that will be firing must be given the order, so reduce the number of orders remaining by the number of guns that open fire. Then, follow the steps below.

1. Determine the number of shots
2. Roll for Barrage Accuracy
3. Allocate Direct Hits
4. Allocate Pinning Hits
5. Resolve Direct Hits
6. Resolve Pinning
7. Rounds Complete

1. DETERMINE THE NUMBER OF SHOTS

Using the Open Fire! order, each gun will fire two shots. So, the number of rounds falling is equal to the number of guns firing x2. Add to this any loader teams which are assisting the barrage and pass their loader test. Use one D6 for each shot.

COMMUNICATION CHECKS

A battlegroup's radio network is represented on the battlefield by Communication checks. These are dice rolls that are required to talk to other units, via radio or field telephone. Often, this will be to talk to artillery batteries to direct their fire. A Communication check is a D6 die roll, requiring a set number to succeed. Where required the number will be noted, but if it is not noted, then the die roll is a default 3+.

There are a number of special rules that can affect Communication checks. Communication units can re-roll one failed check per turn. A wire-communication unit can increase a Communication check chance of success to a 2+, but must be removed from play once successful. A dispatch unit will automatically pass a Communication test, but must be removed from play after use.



Signals Team

Above: Gunners clean a 5.5" 'medium' howitzer near Vaucelle, Normandy. (Canadian National Archive 3396146)

2. BARRAGE ACCURACY

Roll all the dice on the Barrage Accuracy Table.

Artillery Barrage Accuracy Table

1 Miss

The shot is wild, and lands somewhere where it has no effect on the battle.

2-5 Pinning

The shell does not hit anything, but lands close enough to harass and worry the enemy. The round may Pin an enemy unit.

6 Direct Hit

The round lands very close, or on, an enemy unit, causing death, destruction and mayhem.

3. ALLOCATE DIRECT HITS

Any unit within 10" of the spotter round marker can be hit in the barrage, as shells rain down all around. Take any dice results of Direct Hit (6s), and allocate them to a unit, starting with the closest unit to the spotter marker

SPECIAL RULE

Harassment Barrage

Instead of calling in fire to destroy the enemy with intense barrages, a spotter can request harassing fire, which affects a wider area, but has less chance of causing a direct hit. After positioning the spotter marker the spotter can state he is calling for harassing fire. Resolve the fire as normal, but any Direct Hits must be re-rolled. If they come up a Direct Hit again, then this still stands. Allocate Direct Hits and Pinning Hits as normal, but any unit with 15" of the spotter marker can be affected, rather than the normal 10", as the guns lob shells into the enemy lines to keep their heads down rather than destroy them.

and working outwards, up to 10" away. This includes any friendly units, as the shells do not differentiate between friend and foe. If there are more Direct Hits than units in range, then start again, allocating multiple Direct Hits to the closest units (ouch!).

4. ALLOCATE PINNING

Take any Pinning dice (result 2-5) and allocate them one at a time to a unit, starting with the closest unit to the spotter marker and working outwards, up to 10" away. This includes any units that have already taken Direct Hits, so the units closest to the marker are

likely to take the worst punishment. Again, this includes any friendly units. If there are more Pinning Hits than units in range, then start again, allocating multiple Pinning Hits to the closest units again.

5. RESOLVE DIRECT HITS

Any unit that takes a Direct Hit resolves damage exactly as if they had been hit by Aimed Fire from high-explosive shells. So, use the shell's HE blast rating or, if the Direct Hit is against an armoured vehicle, use the shell's armour penetration value against the vehicle's side armour value.





6. RESOLVE PINNING HITS

Any units that take a Pinning Hit should be rolled for exactly as if they were under Area Fire (they are) by the guns. Cross reference the guns' high-explosive size (very light, light, medium and heavy) versus the target type and roll to see if it is Pinned. The unit still gets its Cover save.

7. ROUNDS COMPLETE

Once all damage and Pinning is resolved, the barrage is complete. The spotter marker is removed, and the whole process must be run through again next time the guns wish to fire.

MULTIPLE ROCKET LAUNCHERS

During the war all sides made use of multiple rocket launcher artillery, be it the Red Army's widespread use of their Katyusha launchers or the German Army supported by its Nebelwerfer batteries. These weapons have a high rate of fire, but only for a brief time, before needing lengthy reloading. They cannot keep up a sustained fire mission like conventional artillery.

To represent their frightening but brief firepower, multiple rocket launchers count as firing three times for every shot. So, instead of multiplying the number of guns by 2, multiply it by 6!

So a battery of two Stalin's Organs will fire 12 shots instead of the usual four! After firing, multiple rocket launcher artillery must then miss two entire turns whilst it reloads. So, if a Katyusha battery fires on turn 1, it won't be able to fire again until turn 4.

Example of an Artillery Barrage

A German observer team is requesting artillery fire, using 1st target priority additional fire support. First, it rolls for priority, needing a 2+. The roll is a 4, and higher command have responded to the request. Next for the Communications test. The observer must choose how far up the chain of command to go, and this gives him the roll required. He'll go to Division, so needs a 3+. He rolls 1, and fails, but has a Forward Signals Unit in the battlegroup so he can re-roll it. The re-roll is a 5, passing. Next he rolls which guns are available. A roll of 3 gets him a battery of two 105mm gun.

He places the spotter round marker and rolls for accuracy. A 5, it misses by 2D6", resulting in 7", heading towards 6 o'clock (in this case short). Despite the miss there are still three enemy units within 10". The closest is now a T-34 tank, followed by an infantry squad and a 45mm anti-tank gun.

Fire for Effect! The two guns will fire four shots. The four dice are rolled, scoring a 1, 2, 4 and 6. The 1 misses, but there are two Pinning hits and one Direct hit. The

Direct hit is placed on the closest unit, the T-34. The Pinning hit is placed on the T-34 then the infantry. The 45mm anti-tank gun escapes unharmed.

The Direct hit is resolved first. Against an armoured vehicle, the 105mm gun has a penetration value of 3, striking the T-34's side armour of L. It needs a 9 to penetrate, and the 2D6 roll result is a 2! The T-34 is immobilised by the explosion. The Pinning test is medium HE versus an enclosed armoured vehicle, needing a 4+. A 2 is rolled, the T-34 isn't Pinned. It needs a morale check for taking a hit, rolls a 5 and is OK (except it can't move).

The other Pinning hit is resolved against the infantry. 105mm howitzers are Medium HE against infantry, causing Pinning on a 3+. The roll of 5 Pins them. The infantry get their Cover save (they are in the open) of 6+. They roll a 1 and fail and are marked as Pinned. In addition they take one casualty due to their poor Cover save roll. They do not need a Morale check for this casualty.

Rounds complete, the barrage is over and the target marker is removed.



A US 105mm 'short' howitzer opens fire in Normandy (US Army Signals Corps)

ADDITIONAL FIRE SUPPORT

As well as your battlegroup having its own artillery, guns dedicated to supporting it or covering the sector of the front in which your battle is taking place, there is also other artillery available via the Army Lists' Additional Fire Support. These are off-table guns (and mortars) which can be called upon at need by a Forward Artillery Observer. A battle-group can include Additional Fire Support as requests, of either 1st, 2nd or 3rd priority. The higher the priority, the greater the chance that higher command will agree to allow the guns to be diverted away from their current mission to help you.

If a Priority Request roll is successful, then you are in luck and there are guns available. You must now choose how far up the chain of command to go. The higher you go, the larger the calibre of guns is likely to be, but the harder they will be to communicate with and get firing in time. This is represented by a Communications roll, given in the Army Lists. If the forward observer passes this roll then there is a battery on standby, ready to open fire. Roll again on the appropriate table for the number and size of the guns that will fire.

Example of an Additional Fire Support Order

A Russian forward artillery observer is seeking to call in additional fire support. First, he must make the request. He has 1st target priority, so he needs 2+. He rolls a 5 and passes. Next, he must make his communications check. He decides to call up to Army level, so needing a 4+. He rolls a 2 and fails. This would end the request, except he will use the battle group's forward signals unit to re-roll that communications die. The re-roll is a 4 and he is through (thank you the radio van!). Next, he rolls for which guns are available. His D6 roll of 5 results in a battery of 4 x 122mm guns responding. He is now ready to fire a spotter round.

If, during the course of requesting additional fire support, a test (Priority or Communications) is failed, then no guns will fire and the order ends. Note, that the request for fire support is only used once it has been accepted and guns fired. It can be re-used as many times as necessary in order to get through. A battlegroup can include multiple fire mission requests (of different priorities) if it likes.

Also note that the Communications check can be affected by various special Communications units. A Communications unit can re-roll a failed check. A Wire-Communications unit can increase the chance of passing a check to 2+, and a dispatch rider can automatically pass the check.

PRE-REGISTERED TARGET

As well as firing at targets of opportunity, artillery can be pre-ranged and targeted on a single point, usually a location of importance to the enemy, or a suspected route of enemy advance. Once ranged in the guns already have the calculations to hit that point, so they can react quickly and accurately.

A Pre-Registered Target should be positioned using a sketch map, noting its location anywhere on the table-top before deployment. To fire guns at the Pre-Registered Target, no observer is required. Do not roll for spotter round accuracy or Communications, the barrage will automatically be centred on that point. Go straight to Fire for Effect! and resolve the fire as normal.

TIMED BARRAGES

Another form of additional fire support is a Timed Barrage. These are fire missions pre-arranged before the start of the battle. The battlegroup commander must write down which turn his Timed Barrage will arrive on, after deployment but before the game begins. He must also mark the point on a map of the table that his barrage is aimed at, just as if it was a Pre-Registered Target.

At the start of the noted turn, the entire barrage hits, no orders are used and it cannot be cancelled. Resolve it straight away, using the standard artillery rules. A Timed Barrage is a one-use weapon; once it has been fired, it is completed and cannot be used again (although a player may have more than one timed barrage).

TIMED AIRSTRIKE

Just as with a Timed Barrage, this is an air attack mission pre-arranged before the game, and the battlegroup commander should write down which turn his aircraft will arrive on. At the start of that turn on which the aircraft arrives, place the model on his table edge.

At any point in the commander's turn, the aircraft will race to its target point and drop its payload of bombs. This requires no orders and cannot be cancelled. Resolve the bombing using the standard rules for air attacks. The aircraft, its mission complete, is then removed from the game. Note, the aircraft can be engaged by enemy AA fire during the turn by using Reaction orders as normal.

COUNTER-BATTERY FIRE MISSIONS

Both sides have many guns, and some of these can be dedicated to seeking out and harassing the enemy's guns, firing over the tabletop. Counter-battery fire missions can *only* be used against enemy off-table batteries; they cannot be used against enemy guns on the tabletop. If the enemy is going to open fire with off-table guns, simply interrupt him and declare a counter battery mission. Roll a D6; if the result is greater than the required score (see the Army Lists) the off-table battery cannot fire, and no orders are used. Counter battery fire missions are only used when they are successful. You may continue to attempt a counter-battery mission until it works. You may include more than one counter-battery mission, and any number may be used each turn.

NOTES ON ARTILLERY SUPPORT

Heavy artillery is a weapon that decides the outcome of wars. It had limited use (certainly during World War II) as a tactical battlefield weapon. Artillery's main role is to pound the enemy, day and night, to interdict their lines of supply, harass his troop movements and reinforcements and generally make life in and behind their lines as difficult as possible. By constantly keeping the enemy under fire, or the threat of fire, it has a long term morale sapping effect.

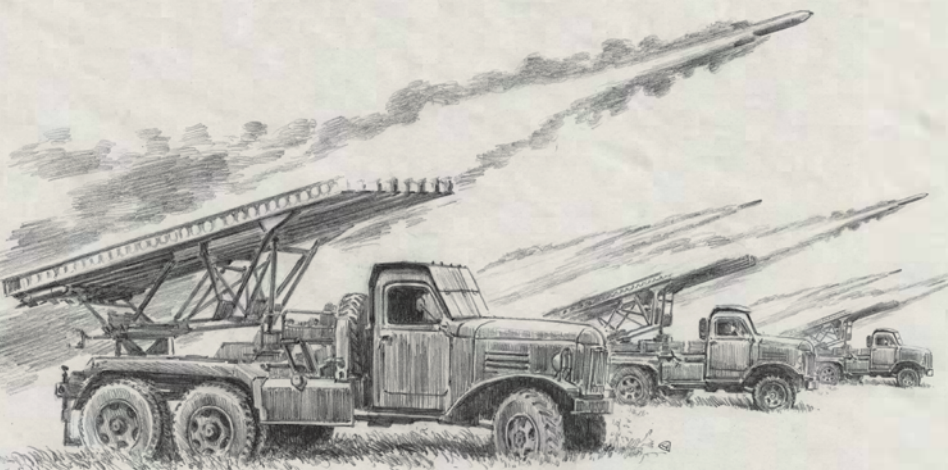
As a tactical weapon, reacting to enemy moves, hitting his routes of advance or retreat, or individual firing positions, it was mortars that best fulfilled the role. Mortar batteries had the direct links to units on the frontline and were quicker to react to rapidly changing battlefields. The artillery was controlled by specialist forward observers, of which there were not that many (as the game's army lists allow), and who were too valuable to be placed directly in harm's way i.e. on your battlefield, (it was better to find a church steeple a few miles behind the front and have big binoculars).

In a tactical game of platoon and company-based actions, heavy artillery is problematic, because once those big guns get going, your battle is effectively over. You can't fight an engagement in the midst of a big bombardment because, basically, everybody on the table has to take cover. Rather than exclude them, these rules have tried to deal with this problem in various ways. Firstly, dedicated artillery guns are expensive in points and low on BR. Too many and you'll rapidly have an imbalance that will make your battlegroup brittle and prone to breaking. They are, of course, powerful weapons in return, but the vagaries of comms tests and counter-battery fire mission means they are also an unreliable one. They become even more unreliable when bought as additional fire support (but corresponding far cheaper in points).

As with all fire, in the game, each barrage rolled for isn't literally the number of shells landing. It is an abstraction, to represent a short 'stonk' in that general area of the table. How heavy and accurate that 'stonk' is is really up to the dice. Roll lots of 6s, and it might well have been a heavy,

longer barrage causing wide spread destruction. Lots of 1s, and maybe only a few rounds actually got fired.

Also, different armies had different artillery practices and doctrine. These rules try to represent these as well, as part of the historical character of each battlegroup, to take into account things like overall accuracy, reaction times, ammunition availability, etc. Artillery is by far the most complex weapon of the World War Two battlefield to try and recreate. Firing the guns accurately was, without the aid of computers, a time consuming task. It is not the case that a forward observer could quickly get on his radio (if it worked) to his guns and be on target and firing barrages in a few minutes. Generally, the guns were pre-aimed at a village or a town or a hill, not a single tank or machine gun team. But, to include all the difficulties of firing artillery would make it all but useless on our tactical battlefields, which would be perverse (if authentic) given its was an army's most potent weapon. The rules try to offer a flavour of artillery's impact, not a simulation of the reality.



MORALE

Morale is a vital factor in any army. As men without the resolve, determination and ‘will to win’ are unlikely to stand for long in the face of enemy machine guns and shells. Self-preservation is almost always the first priority for soldier on the ground, and because of this, combatants cannot always be relied upon to do exactly as their commanders would wish, especially when actually under fire. Also, an army cannot afford to allow itself to be destroyed in detail; higher commanders must be aware of how many casualties they are taking and whether the potential gains of a victory are worth the losses being sustained. This is a decision taken at a higher rank than the battlegroup commander represented on the wargames table (you). This means that, to some extent, it is beyond your immediate control, and is represented by the Battlegroup Battle Rating System (see later).

There are two forms of Morale in Battlegroup. The first is Unit Morale, which only affects individual units, based upon their own (bad) experiences on the ground, such as how many casualties they have suffered, prolonged heavy fire, etc. The second is the battlegroup’s overall Morale and battlefield situation, which affects the entire force, and ultimately decides who wins and who loses.

UNIT MORALE

Few units will fight to the last man. Most will rapidly become ‘combat ineffective’ as casualties mount. Some men will just become too scared to fight on, and will abandon the battle to seek the shelter of a ditch and stay there, others will run for the rear, some may even surrender, whilst others are just busy tending the wounded.

INFANTRY UNIT MORALE

An infantry squad or team must take a Morale test if it takes any casualties. Veteran and Elite units can ignore one of the ‘pinned’ results on the Unit Morale table, representing their greater training and fortitude. An Elite unit may always re-roll a Morale test if it wishes, making them hard to break.

Last Man Standing

Units will rarely fight to the last man; often they will be given permission to withdraw before being completely wiped out, but it is also likely that the last man will just take to his heels. If an infantry unit is reduced to a single man, and is also pinned, then the survivor runs off (or hides – or both). Remove him from play, and the unit counts as destroyed.

DEPLOYED GUNS, UNIT MORALE

As with infantry, if a deployed gun (or mortar team) takes any casualties to the crew, then it must take a Morale test. If the gun is destroyed, then the crew automatically abandon it, and the unit counts as destroyed. The crew will not fight on once their weapon is gone. Last Man Standing also applies to gun crews.

VEHICLES, UNIT MORALE

Vehicles (or, more correctly, their crew) must take a Morale test if they take a hit (from any source) that does not destroy them. Armoured vehicles do not have to take Morale tests from hits from small arms or machine gun fire, as they are designed to withstand this, and aren’t too worried about chipped paintwork!

AIRCRAFT, UNIT MORALE

An aircraft must take Morale test if it is Pinned, and thus takes damage from enemy fire.





Gaz 42M half-track truck
towing a 122mm howitzer

UNIT MORALE RESULTS

Pinned/Rout-Surrender

If an infantry unit is reduced to less than 50% of its starting strength or is already Pinned, then the unit has had enough and seeks shelter or runs for the rear, so remove it from play. If there are no friendly units within 10", but an enemy infantry unit is within 10" then they will surrender. The unit counts as destroyed.

If the infantry unit is still at or above 50% strength, and is not Pinned, then it counts as Pinned instead.

Return to Base -Aircraft

The aircraft is driven off by fire and returns to base. Remove the aircraft from play, but do not take a battle counter, as the aircraft is not destroyed.

Abandoned

The crew of the gun or vehicle make for the rear as stragglers. The unit counts as destroyed.

Pinned

The unit is marked as Pinned.

OK

The unit still has the determination to fight on and continues as normal - good lads!

UNIT MORALE TABLE

D6 Roll	Infantry	Gun	Vehicle	Aircraft
1	Pinned/Rout-Surrender	Abandoned	Abandoned ¹	Return to Base
2	Pinned/Rout-Surrender	Abandoned	Pinned	OK
3	Pinned ²	Pinned ²	OK	OK
4	OK	OK	OK	OK
5	OK	OK	OK	OK
6	OK ³	OK ³	OK ³	OK ³

Notes

¹ Only abandoned if the vehicle is already pinned, immobilised, a soft-skinned vehicle, or the vehicle has enemy infantry within 10" and no friendly infantry within 10" i.e. in close support). Otherwise treat as Pinned.

² Veteran and Elite Infantry units treat this Pinned result as an OK result.

³ As well as passing the Morale test, the unit is inspired to get into the action. The unit may immediately attempt a 'Beyond the Call of Duty' test.

'BEYOND THE CALL OF DUTY' TESTS

Sometimes, in the heat of battle, brave individuals or well-led units do things that are above and beyond the call of duty, heroic deeds which gain them promotions and prestigious medals. A very good Morale roll means a 'Beyond the Call of Duty' test can be attempted. First, the unit must roll to see if it will attempt it. Roll a D6 and compare it to the unit's experience level. Unless otherwise stated in the army lists, all units have the default morale level of Regular.

Inexperienced unit:	4+
Regular unit:	3+
Veteran unit:	2+
Elite unit:	2+

If the test is passed, the unit can instantly be given a free Order, which occurs out of the usual game sequence. Then, immediately resolve that Order. If the unit taking the test is already Pinned, then instantly remove the Pinning marker, and then issue the special Order. The unit has suddenly galvanised itself into action, or its officer or NCO has suddenly inspired the men to do something - now!

If the unit has not already had an Order this turn, a Beyond the Call of Duty order does not count as its Order, and it may still receive another order (therefore gaining two Orders this turn - what heroes!).

THE BATTLE RATING SYSTEM

As well as the effect of fighting on individual unit's morale, there is also attrition on the battlegroup's overall effectiveness and the higher commander's willingness to press on for victory. This is represented by the Battle Rating system.

Each unit in a force is given a Battle Rating (abbreviated to BR in the Army Lists). This is a number between 0 and 5, and rates the unit's importance to the battlegroup – 0 being unimportant, 5 being vital. A unit's BR is not linked to its point cost. Some cheap units are rated as important (like the aid station), whilst some very expensive units are not rated so. Before the start of the game both players should add up their battlegroup's Battle Rating to get a total.

After the number a unit's BR also includes a letter, designating its experience level: i means the unit is Inexperienced, r means it is Regular, v means Veteran, e means Elite.

The battlegroup organisation chart contains a space for this. In general, the higher the total, the more effective and more important the battlegroup.

The game also includes a sheet of Battle Counters. These counters are numbered from 1 to 5, with the emphasis on the middle value counters, with fewer 1s and 5s.

There are also a few special counters included, like Air Attack, Breakdowns, Mine Strikes and 'Beyond the Call of Duty', with some theatres adding new ones. These special counters are detailed later or in the supplements.

TAKING COUNTERS

Before the start of the game, place all these counters in a single pot to be shared by both sides, and keep it somewhere handy. When the fighting starts to affect your battlegroup, with casualties, units routing, vehicles being abandoned and destroyed, and some other special events, then the battlegroup commander must take a random counter from the pot (and no peeking!).

The player keeps the counter secret, placing it close to the table, so his opponent can see how many counters he has taken, but not the points total. Keep a running total and when it exceeds the battlegroup's total battle rating, then higher command issue the order to break contact and withdraw, the battle is over and you are defeated! The game ends.

A battlegroup commander must take a counter under the following circumstances.

• Unit Destroyed

If a unit is destroyed, take a counter. This can be any unit, an infantry squad, a tank or a gun or tow. If the unit can be given an order, then you need to take a counter if you lose it. Note that several Morale effects, Surrender/Rout and Abandoned count as the unit being destroyed, and thus require a counter to be taken.

• Rally

At the end of the battlegroup's turn they may rally by taking a counter and in return removing a D6 pinning marker from any unit in their

battlegroup. A commander can take more counters to roll more dice. So, for two counters, roll 2D6, for three counters roll 3D6, etc.

• Under Air Attack

The first time any of your units come under attack from an aircraft take a counter. This is in addition to any counters taken for the damage inflicted, due to the morale sapping effects of being strafed and bombed.

• Under Flamethrower Attack

The first time any of your units come under attack by a flamethrower, take a counter. This is in addition to any counters taken for the damage inflicted, due to the fear instilled by such 'terror' weapons.

• Senior Officer Destroyed

If a unit with the Senior Officer special rule is destroyed, then take an extra counter, in addition to taking the standard counter for a unit destroyed, because of the extra disruption caused to the battlegroup in losing its senior officers.

• Out-Scouted

In the first turn of the game, the side with the least scout units has been out-scouted and must take a counter. If both sides have the same number of scout units, no counter is taken.

• Enemy Captures an Objective

If an enemy unit claims an objective, then the battlegroup must take a Battle Counter.

• Tactical Co-Ordination

Take a counter if a Senior Officer wishes to use Tactical Co-Ordination special order.

OBJECTIVES

Each scenario will dictate how many objectives there are. These objectives are important locations that need to be captured. To capture an objective one side must move a unit (it can be any unit but cannot be pinned) to within 5" of it, and there must be no enemy units (pinned or unpinned) within 10" of the objective. Once captured the enemy must take a battle counter.

If the enemy manages to recapture it, by removing your unit(s) and getting their own to within 5", then the situation is reversed, and you must take the counter. In this way an objective can change hands many times. An objective must have been in enemy hands before it can be reclaimed. It cannot be claimed multiple times by the same side until the enemy has taken it, and then lost it!

If, at the end of an enemy turn, a commander can claim to be holding all the objectives on the table, they can claim an 'all objectives held' victory, and instantly win the game, regardless of the current Battle Rating situation. So, be warned, objectives are ignored at your peril.

WIPED OUT OR PINNED DOWN

It is possible to win a game without breaking the enemy. If, at the start of a commander's turn, all their units have been wiped out or are Pinned, or a combination of both, and they cannot issue any orders, then the commander can no longer continue the battle. They are defeated, regardless of the current Battle Rating scores. Game over!

TACTICAL LOSS

If the game ends, due to time constraints, without either side having actually exceeded their Battle Rating, then the game is a tactical victory for the side with the highest total BR remaining. The side closest to 0 BR at the end of the

1	1	1	1	1	1	1	1
1	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2
2	2	2	2	2	2	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4
4	4	4	4	5	5	5	5
5	AIR ATTACK 	MINE STRIKE	MINE STRIKE	CONFUSION	CONFUSION	AMMO LOW	AMMO LOW
BREAK DOWN	BREAK DOWN	BEYOND THE CALL OF DUTY	BEYOND THE CALL OF DUTY	AIR ATTACK 	AIR ATTACK 	AIR ATTACK 	AIR ATTACK 

game has taken a narrow tactical defeat. There are no draws in Battlegroup.

Should both sides have same amount of Battle Rating remaining, then the side that is holding the most objectives is the winner. If this is also a draw, it is the side that has inflicted the greater Battle Rating loss that wins. If, in some freak circumstance, this is also a draw (man this game is close), then the side that out-scouted the other wins. If this is also a tie... Oh, I give up!

RESERVES

Many scenarios call for the arrival of reserves or reinforcements. Often this will be a random number. Each unit counts as one reserve, except for transport vehicles, which still count as

one unit along with any transported unit(s) inside. This includes tank riders.

Once reserve units arrive place them on the table edge, and give the unit an order (or not) from there, as normal. Being placed on the table edge does not count as an order or as moving.

The full amount of reserves rolled must be deployed, unless fewer units are available. You cannot chose to deploy 'some' reserves.

Multiple reserves unit that arrive along a road should be placed behind the lead vehicle, waiting their turn to move up the road when space allows.

SPECIAL COUNTERS

The Battle Counter pot will also include various of special counters. These are special events that affect the battle and are played immediately they are drawn, placing them on the table for both players to see.

AIR ATTACK



If you draw an Air Attack counter, then there is a chance that an aircraft is inbound

on a ground attack mission to aid your battlegroup. Place the counter on the edge of the table. At the start of the player's next turn roll a D6. On a 5+, an aircraft will arrive. Roll again on the Close Air Support Table in the battlegroup's Army List to determine exactly which type of aircraft it is, and roll again for how that aircraft is armed. A failed roll means no aircraft this time. Note, that if the battlegroup includes a unit with the Air Spotter special rule, then the chance of an aircraft arriving will be increased, as detailed in the special rules section.

BEYOND THE CALL OF DUTY



Immediately play this counter on one of your own units (any unit you like). It may take

a 'Beyond the Call of Duty' test and, if passed, then immediately be given an order out of the normal game sequence.

CONFUSION



The battlefield is a chaotic place, things go wrong, people or units do not act as their

commander wishes, confusion can reign as shells land (friendly and enemy) and units can easily be accidentally fired on by their own side. This unpredictability is represented by the Confusion counter. Play this counter on any enemy unit. It must immediately take a Unit Morale test, just as if it had been hit by fire.

MINE STRIKE

On WWII battlefields mines could crop up anywhere, and an unlucky vehicle might roll over one at any time. Play the Mine Strike on any enemy vehicle that moved this turn or last turn (it cannot be played on static vehicles) and roll a D6 on the Mine Strike table below.

MINE STRIKE

MINE STRIKE TABLE

1 Friendly Fire!

It is not an enemy vehicle but one of your own that has hit an uncleared friendly mine. Your opponent may now place the Mine Strike counter on one of your vehicles and roll again on this table. This can happen repeatedly.

2-5 Kaboom!

The vehicle takes a hit with a penetration value of 5 against its rear armour.

6 Critical Damage

Regardless of armour, the mine damages the vehicle so badly that the crew abandon it. It counts as destroyed.

AMMUNITION LOW



An enemy unit is running out of ammunition. This counter is immediately

played on any enemy infantry unit or deployed gun. If played on a gun that has a loader team attached, then remove the loader team (this does not require a Battle Counter) and roll on the table – they won't hang around with no ammo left to carry. This counter cannot be played on a vehicle. Roll a D6 on the Ammo table.

AMMO TABLE

1 No Effect

The unit have just enough ammunition to get by to the end of the battle.

2-3 Almost Empty

The unit can take one more shot and is then out of ammunition. They then cannot fire again unless re-supplied.

4-5 Out of Ammo

The unit cannot fire again until resupplied.

6 Out of Ammunition

The unit is out of ammunition and quits the battlefield in search of more. Remove the unit, it counts as destroyed.

BREAKDOWN



In battle, moving off-road and pushing equipment to its limits, vehicles can

often suffer mechanical problems. Immediately play this counter on an enemy vehicle (but not an aircraft). Roll a D6 on the Breakdown table. If your battlegroup contains any vehicles with the Unreliable special rule you must play this counter on one of them instead; see the Unreliable unit special rule for full details.

BREAKDOWN TABLE

1 No Effect

Something's clanking, but the vehicle will struggle on until the end of the game.

2-5 Immobilised

The vehicle splutters to a stop. It is immobile for the rest of the game, unless it can be repaired.

6 Severe Breakdown

The vehicle breaks down badly, perhaps catching fire as well, and the crew abandon it. It counts as destroyed.

UNIT SPECIAL RULES

Many units have their own special rules to reflect their role on the battlefield. These are all detailed here.

- **Air Spotter (3+)**

An Air Spotter unit is trained to direct the close support of aircraft. If a unit with the Air Spotter rule is on the table, then the chance of an aircraft arriving on the tabletop is increased from the standard 5+, to the score noted in brackets. In this case it would be a 3+.

- **Artillery Spotter**

Only a unit with the Artillery Spotter special rule can call in fire from artillery. They can use the Request Artillery Fire order. Any artillery spotter unit automatically has the Mortar Spotter special rule.

A Forward Observer with the Artillery Spotter+ special rule may re-roll the distance dice when rolling D6s for the distance of scatter.

- **Assault Troops**

Some veteran or elite troops are trained and equipped for combat at close quarters. They carry more SMGs and hand grenades and are specially trained in hand-to-hand combat and, more importantly, have the resolve and courage to use it! When an infantry unit with the Assault Troops special rule is given the Assault order, they automatically pass their experience test to launch the assault. Also, instead of rolling a D6 for their hand grenades, they roll two D6, and use the highest score.

- **Auxiliary**

Some units are made-up of former prisoners of war or unwilling civilian conscripts, armed and ordered

into fight. Led by a few hardened NCOs, they had little (if any) combat training or desire to fight.

Whenever an Auxiliary unit is given an order roll a D6. On a 1 the unit fails to do anything and are marked as pinned instead. A unit that has the Auxiliary special rule is always Inexperienced, but they cannot be given the Close Assault order – they just aren't that brave.

- **Bren Teams**

A British infantry section may detach its Bren team from the main body of the squad to operate independently (usually to give suppressing fire support to the rest of its section). This can be done at any time during a game, or they can be deployed separately. When a British section is given an order, simply declare that the Bren team is being detached. It now becomes a separate unit of 3 men (with the Bren gun!). The rest of the section will now complete the order, whilst the Bren team remains in place and does nothing. From now on, the Bren team acts as a separate unit, so they must be given their own order, can become pinned, take their own morale tests and the British player must take a battle counter if the Bren team is destroyed.

Once detached, the Bren team does not benefit from any of its parent unit's special rules and they cannot re-join their original squad during the game. A squad may only detach one Bren team.

- **Bridging**

A bridging unit can build bridges using the Engineering order. Each Engineering order allows up to 2.5"

of bridge to be placed. Light bridging units can cover a maximum of 5".

Heavy Bridging units can cover up to 5" per truck in the unit. See Engineers for full rules.

- **Communications**

A Communications unit has powerful radio or field telephone equipment to help keep the parts of the battlegroup talking to each other and to higher commanders further in the rear.

A unit with the Communications special rule can re-roll a single failed Communication check each turn.

- **Dispatch**

If radios and telephones won't work, send a messenger. A unit with the Dispatch special rule automatically passes a Communications check, because they have gone in person. Remove the unit from play once they have been used. It costs one order to send a Dispatch unit.

- **Elite (Veteran units only)**

Some exceptional Veteran units can be upgraded to have Elite status – the very best of the best. An Elite rated unit can always re-roll its Morale check and also has a superior chance to pass any Infantry Assault order test or Beyond the Call of Duty test it is required to take.

- **Engineers**

Units with the Engineer special rule may attempt demolitions and mine clearing missions by using the Engineering order.

- **Loader Team**

Deployed guns and mortars can sometimes have a loader team attached to them. This three man team count as additional crew and



Above: An aid party of the Highlanders of Ottawa in action, near Caen. (Canadian National Archive 3206448)

as part of the unit for targeting and orders purposes. As well as acting as an extra source of crewmen to replace losses, the loader team allows the gun to reload and fire more rapidly, because they are extra hands hauling the ammo. A gun or mortar with a loader team that is given the Open Fire! order may attempt to fire three shots instead of the usual two. On a roll of 5+, it can fire the extra shot. Note, the gun must have the Open Fire! order to use this special rule, otherwise it cannot be attempted.

• Mortar Spotter

Only a unit with the Mortar Spotter special rule can call in fire from mortars, usually medium or heavy. They can use the Request Artillery Fire order to do this.

• Medic

A medic within 5" of a friendly unit can attempt to prevent a single casualty per turn. Roll a D6. On a result of 5+, one model is not

removed. If successful the medic is immediately moved to within 1" of the affected unit.

• Officer

Each officer unit in a battlegroup adds 1 to the orders dice total. So the more officers, the better co-ordinated and more effective a battle group will be. Keep track of how many officers a battlegroup has.

Officers who are removed from play can no longer confer their +1 bonus (it is difficult to command when you have been shot!).

• One Man Turret

Some older tanks were designed to take only a single crewman in the turret, as the tank's commander, loader and gunner. This had a serious effect on a tank's effectiveness, with no commander dedicated to finding targets or giving and responding to instructions (because he was also busy operating the gun). A vehicle

with the one man turret special rule suffers a -1 penalty when rolling to spot the enemy for Aimed Fire.

• Panzer Ace

The Panzer Aces are the very best tank crews. A Panzer Ace is always Elite, and gains +1 to hit when using Aimed Fire with high explosive and armour piercing shells.

• Radio Communications Network

The US Army possessed more and better radios, with even squad leaders having access to short range walkie-talkies. This meant command and communications were generally better throughout their units. A US Senior Officer with the Radio Communications Network special rule may use his senior officer re-roll every turn of the game, not just once per game.

- **Recovery**

A Recovery unit can tow a destroyed or damaged vehicle to safety and back to the rear workshops. See the Engineers section for full details of this.

- **Re-supply**

A Re-Supply unit can re-supply a vehicle (or infantry unit or gun) that has run out of ammunition, by using the Re-Arm order.

- **Scout**

Reconnaissance units have the Scout special rule. This confers a number of bonuses. Often a scenario will have special deployment rules for Scout units. Also, when rolling for the first turn, both battlegroups will add their number of Scouts to the dice roll.

In addition, before the battle, both battlegroups' scouts will have been hard at work tracking the enemy's movements, and might have already been briefly engaged with the enemy (or more likely the enemy's own Scouts). The side which has the most Scouts has won this pre-battle engagement, and has out-scouted the enemy. Their opponent must take one Battle Counter in the first turn because he has lost the reconnaissance skirmish.

Scout units, being the eyes and ears of the battlegroup, gain a +1 modifier to the dice roll when attempting to Observe enemy units during Aimed Fire.

A unit with the Scout2 special rule is a superior Scout, usually an aircraft, and counts as two scouts rather than just one. All the other rules still apply.

- **Senior Officer**

Ranking higher than the other officers, this is a more senior commander. He counts as an officer, so adds 1 to

the Orders dice, but in addition he may, once per game, re-roll one of the Orders dice.

If a unit with the senior officer special rule is on the tabletop when you are rolling for the number of units to arrive from reserve (as detailed in the scenario), then you may re-roll this dice, because the senior commander will be making it his highest priority to get his following units into position around him.

Senior officers also have their own special order, which only they can use. If a senior officer is given the 'Tactical Co-ordination' order, he can take no other action in his turn, takes a Battle Counter, but may then attempt to remove a Pinning marker from a single friendly unit, which can then be given an Order as normal.

- **Sniper Scout**

Snipers are highly trained specialists. They operate alone, or in small teams. A sniper does not have to be removed if he is the last man and Pinned. Also, any aimed fire by a sniper counts as the target being in the open (he waits for the best shot). A sniper can also choose the model he removes, be it the man carrying a special weapon or an officer. No Battle Counter is taken for the loss of a Sniper Scout unit. They also count as a Scout.

- **Unique**

The unit is rare, and a battlegroup cannot have more than one Unique unit, regardless of the size of the game being played.

- **Unreliable**

A vehicle that has the Unreliable special rule is prone to mechanical problems. If the opposing battlegroup commander draws a value 1 Battle Counter, then he may play it on any Unreliable enemy vehicle.

The 1 counter is now treated as a Breakdown counter instead. Roll on the Breakdown table as normal.

- **Ura! Ura!**

Russian infantry still used human wave tactics, attacking en masse, and as a result suffered horrendous casualties – such it was to be a Red Army rifleman!

A Russian Rifle Platoon may use the Ura! Ura! special rule. Instead of giving orders to each squad individually, activate the Platoon command squad and declare 'Ura!'. Any infantry unit with a model within 5" of the command unit may now be given the Top Speed order without using any further orders. These units must take their double moves towards an enemy unit or their opponent's table edge.

The Ura! Ura! rule may be used to move support teams, such as machine guns and light mortars, or they may remain in place and be given Orders individually as normal.

- **Vehicle Repair**

These are the battlefield mechanics and recovery teams, and they may attempt to repair an immobilised or destroyed vehicle. See the Engineers rules for details of this.

- **Wire Communications**

Far more reliable than radios, Wire Communication means that field telephones can be used. They are not completely reliable, as cables are often cut by flying shrapnel, but a unit with Wire Communications means any Communication test is passed on 2+ roll, regardless of what is actually required. Once the roll is passed, remove the Wire Communications unit from play; its job is finished.

AIRCRAFT

Throughout the war, most air forces provided the ground troops with some form of close air support, as well as aircraft in other roles. The aircraft in the army lists represent those most commonly used in a ground combat support role, as fast reconnaissance units, aerial artillery observers or fighters, fighter-bombers and bombers in a ground attack role.

AIRCRAFT AVAILABILITY

Some aircraft are available to a commander to include in his battlegroup just as with any other unit. Aerial reconnaissance aircraft can sometimes be purchased as reconnaissance support, and Aerial Artillery Observers can be purchased as artillery. Most ground attack aircraft are not available; their deployment is controlled by higher commanders above the battlegroup commander, and as such are beyond his rank to command. That is not to say they will not be available to aid him. The arrival of a ground attack aircraft is a random event. If, during the course of the game, a commander should draw one of the Air Attack Battle Counters

then there is a chance that an aircraft will arrive.

Place the Battle Counter on the commander's table edge. At the start of his next turn, before rolling for orders, roll a D6. On a 5+, an aircraft has arrived. Next, roll on the battlegroup's Close Air Support Table to determine what type of aircraft it is and what it is armed with. The tables can be found in each Army List.

Place the model aircraft, on a flying stand, on the commander's table edge, ready to be given an order.

FORWARD AIR CONTROLLERS

If a battlegroup contains a Forward Air Controller and he is on the table-top,

and unpinned, then the chance of an aircraft arriving improves. Instead of rolling a 5+, the die roll required is noted in the unit's special, Air Spotter (3+) rule. This is the air controller's main role, guiding the pilot to where the action is, and thus increasing the chance of air support arriving.

ORDERS AND AIRCRAFT

An aircraft can be given an order (or not) just like any other unit. The only order an aircraft can be issued is the Manoeuvre and Fire order, so an aircraft must first move (to anywhere on the table) and can then Open Fire!

AIRCRAFT MOVEMENT

Aircraft are fast enough to be able to move anywhere on the table. Simply place it somewhere (approximately 10" is fine) from their target. The exact location is not important, because the aircraft is always on the move anyway.

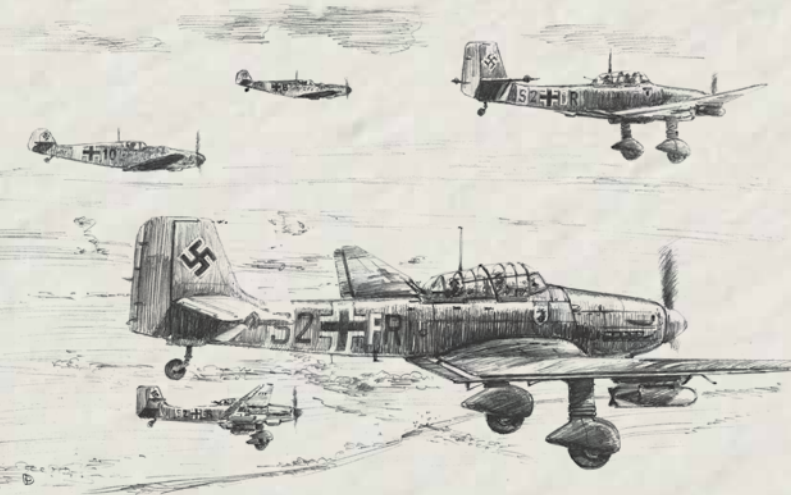
AIRCRAFT OPEN FIRE!

Once in position an aircraft can open fire. All aircraft firing is resolved in the 20-30" range band, regardless of where the aircraft is actually positioned. The usual modifiers are applied to aircraft firing. It can fire using any of its weapons as follows.

Machine Guns: Area Fire with small arms, Aimed Fire with small arms.



PE-2 Dive Bomber



Autocannons: Area Fire with small arms or HE, Aimed Fire with small arms, Aimed Fire with armour piercing shells.

Rockets: Area Fire with high explosive. Aimed Fire with high-explosive shells.

Bombs: Indirect Artillery Fire.

AIRCRAFT WEAPONRY

Machine Guns

Most aircraft are armed with machine guns. Each aircraft mounted machine gun has a Rate of Fire of 3. So, an aircraft with three machine guns would have a total RoF of 9. Although armed with lots of machine guns, they don't carry much ammunition. An aircraft can only fire its machine guns three times per game, after which it is out of ammunition and they cannot be used again.

Autocannons

Many aircraft are armed with autocannons. These are fired exactly like other vehicle mounted autocannons. An autocannon mounted on an aircraft

has the additional advantage of the aircraft's own speed, meaning that the rounds travel at higher velocity than ground mounted weapons. Aircraft mounted autocannons gain a +2 bonus to their penetration value when used against ground targets. They always attack a target's rear (top) armour value. Autocannons also have three shots per game.

Rockets

The Russian IL-2 Sturmovik, British Typhoon and American P-47 were armed with ground attack rockets. All rockets can only be fired in pairs, but multiple pairs can be fired in the same attack. Rockets are highly inaccurate, and always hit on a 6, regardless of range and modifiers. A rocket has an armour penetration value as for guns, and always attacks a vehicle's rear (actually

top) armour value. They also have an HE rating for Area Fire.

Bombs

Bombs come in three general sizes. Small, medium and large, but even a small bomb is still a rather large explosion! Each bomb has a penetration value and HE rating just like an artillery shell.

Bombs are dropped using the Indirect Artillery Fire rules. Instead of any Artillery Spotter placing the target marker, a Forward Air Observer must do it, using the Request Artillery Fire order and then, instead of Fire for Effect, giving the aircraft the Manoeuvre and Fire order.

If the target point is not within the line of sight of a Forward Air Observer, or one is not present, then the aircraft crew

Bomb	HE Size	Penetration	HE Rating
Small	Medium	9	7/3+
Medium	Heavy	12	9/2+
Large	Heavy	15	11/2+





Above: A squadron of PE-2 'Peggy' dive-bombers, a highly successful twin-engined light bomber. (Novosti 65794)

must spot for themselves. In this case, roll for accuracy as normal, but add an extra D6 to the deviation distance (so an accurate result would be 2D6 instead of 1D6).

Other Bombs

These are dropped using the same rules as above, but have different effects once they hit the ground.

Cluster Bombs

Sometimes used for ground attacks by FW-190s, cluster bombs dropped small anti-personnel bomblets, each only 2kg in weight. Highly effective against infantry, they lacked the explosive power to destroy many armoured vehicles. A cluster bomb has an HE Effect of 10/5+, but count as Heavy HE when rolling for Pinning. They have an Armour Penetration value of 2 and always attack a vehicle's rear (actually top) armour.

PTAB Bombs

PTAB bombs were an early Russian attempt to develop cluster bomb

munitions. Each was a 2.5kg hollow-nosed bomblet and 192 could be carried by a Sturmovik ground attack aircraft. Dropped from just 200 metres, they scattered over a wide area. A PTAB bomb has an HE Effect of 6/5+, but counts as Medium HE when rolling for pinning. They have a penetration value of 6 when rolling for armour penetration, and always attack a vehicle's rear (actually top) armour.

DIVE BOMBERS

Both the German JU-87D and the Soviet PE-2 were dive bombers, attacking from a steep dive. This type of attack meant that the bombs could be more accurately aimed than with conventional 'level' bombing. When dropping bombs, a dive bomber may re-roll one of its Artillery Accuracy dice. The player may choose which dice to re-roll, but must abide by the second result.

AERIAL OBSERVATION AIRCRAFT

Some aircraft were used as spotter planes for Artillery Observers. These

aircraft can use the Request Artillery Fire order as well as moving, so the aircraft can make a normal move (anywhere on the table) and still spot for artillery in the same order. Air Artillery Observers use the same indirect fire sequence as ground-based observers.

AIRCRAFT AND BATTLE RATING

Being under air attack has a demoralizing affect on ground troops, and because of this, the first time any unit in a battlegroup comes under attack from an aircraft, regardless of the results of that attack, the battle-group must take a battle counter.

Conversely, shooting down an aircraft is a big morale boost and a very obvious victory. If an aircraft is destroyed, then two battle counters must be taken, instead of the usual one for a destroyed unit.

ANTI-AIRCRAFT FIRE



With air attack a constant threat, a battlegroup will need its own anti-aircraft defences. Anti-aircraft fire is always resolved as Area Fire, as the sky is literally filled with lead in front of an aircraft, and always resolved at the weapons maximum range, regardless of where an aircraft model actually is on the tabletop (remember it is constantly moving anyway) and because fast moving and evading aircraft are notoriously hard to hit. Only anti-aircraft weapons, infantry small arms and machine guns, and pintle mounted vehicle MGs can fire at aircraft.

AREA FIRE

Aircraft are attacked using the standard Area Fire rules, simply roll a D6 to see if the aircraft is Pinned (this isn't actually Pinned as for ground troops, instead the aircraft takes evasive action to avoid the flak and climbs well out of harm's way).

Multiple MG mounts

Some anti-aircraft weapons with multiple mounts increase their firepower and damage. A multiple mounted MG has its RoF increased to 10, and can roll twice for Area Fire.

Multiple Autocannon mounts

The most powerful anti-aircraft weapons are multiple mounted autocannons. These have their RoF increased to 10, and can also roll twice for Area Fire, counting as Very Light HE.

DAMAGE TO AIRCRAFT

If an aircraft is pinned by Area Fire, then it does not roll a Cover save (there is no cover in the sky!). Instead, roll another D6. On a 4+ the aircraft is also damaged and takes one hit, in addition to being marked as Pinned. If the damage was caused by a multiple mounted weapon then the aircraft takes two hits instead of one.

AIRCRAFT AND UNIT MORALE

An aircraft that takes any damage must take a Unit Morale test, just as any other vehicle that is hit but not destroyed.

AIRCRAFT AND BATTLE RATING

If an aircraft is reduced to 0 hits, then it is shot down over the battlefield. This is a highly visible and welcome victory. The commander whose aircraft is shot down must take two Battle Counters instead of the usual one, because of the importance ground troops place on air support and because the enemy get a boost from seeing enemy aircraft go down in flames.

BATTLEFIELD ENGINEERING

As well as getting stuck into the hard work of destroying the enemy, there are many other tasks required on the battlefield by specially trained Engineer units (also, pioneers or sappers). Much of this work takes place behind the lines, but the battlefields of Kursk also required minefields to be cleared, obstacles to be demolished in the midst of battle, whilst damaged vehicles needed repairing or recovering and streams, gulleys, anti-tank ditches and rivers needed bridging. These are the engineer's tasks (alongside fighting the enemy – busy men!).

MINE CLEARANCE

The Russian defences at Kursk were heavily sown with mines, and most tank units had mine clearing pioneer units on call to race forwards and quickly clear the route of advance. Some tank units were led by special remote-controlled demolition tanks which, when detonated, also detonated the mines.

To clear a minefield, an engineer unit with a minesweeper, or a vehicle equipped with a minesweeper or dozer blade, must move to within 5" of the minefield marker. It must then be given the Engineering Order. At the end of the Engineering order roll a D6. On a 4+ the minefield is cleared, remove the marker from play. On a 1-3 there is still work to be done – you must repeat the process and roll again.

DEMOLITIONS

Blowing things sky-high is one of the Engineer's principle tasks. A unit with the Engineers special rule, that is equipped with a demolition charge can

attempt to demolish a building, a bunker, an obstacle, an immobilised vehicle or up to 5" of linear cover (like a wall or hedgerow).

To set a demolition charge an Engineer unit must move into contact with the object it wishes to destroy (building, bunker, etc). This must be a single, static target. The unit must then be given the Engineering order. At the end of the Engineering order roll a D6. On a 2+, the charge is set and ready to blow. On a 1, there is still work needed – you must repeat the process and roll again next turn.

In any turn after the charge is set it can be detonated. Roll a D6. On a 2+, the charge explodes. On a 1, there has been a failure and the charge is a dud! A demolition charge automatically

destroys a single target, for example a bunker, a building (a small one, or part of a larger one), up to 5" of obstacle, an immobilised vehicle, etc. Remove it from play. Any enemy units inside (or using an obstacle as cover) take a 5/4+ high explosive hit, and are automatically marked as Pinned for being caught up in the blast and resulting collapse.



SdKfz 251/7

Remote Control Demolition Vehicles

German special engineering vehicles, such as the Borgward and Goliath, were armed with a single large demolition charge. The vehicle is given orders as part of its command unit's orders. Rather than order the command unit itself, the commander can instead choose to move a single vehicle by remote control. First the command vehicle must pass a Communication check (2+). If it fails the remote vehicle fails to act and the order is lost. If it passes, the remote vehicle may make a normal move.



Borgward B-IV

Once the move is complete, the commander can choose to detonate (or not). Any unit, defence, minefield marker or building the remote vehicle is in contact with is automatically hit. The explosion has an HE rating of 10/2+ and an Armour Penetration value of 13. Any minefield markers within 5" of the exploding vehicle model are removed from play, as is the vehicle itself. Once detonated, a remote controlled vehicle cannot be repaired! If you have a model of a crater, place it where the vehicle once was.

BRIDGING

Units with the Bridging special rule can build a bridge across a stream, marsh, anti-tank ditch or even a river. Light bridging units can build up to 5" of bridge (enough to cross a stream, gully or anti-tank ditch). A heavy bridging unit can cross 5" of river per heavy truck it contains. So a unit with three heavy trucks has enough bridge building material to cross a 15" river. Each full turn spent using the

MINEFIELDS

A constant threat on the battlefields of WWII, to mark a minefield place a suitable marker at its centre point. Any unit moving within 5" of the marker has a chance of setting off a mine.

Roll a D6 for the unit; on a 3+ it has set off a mine and takes a 5/5+ HE hit, with no Cover saves allowed at all, regardless of unit type.

Against an armoured vehicle, the mine has a penetration value equal to a D6 roll and always attacks the vehicle's rear (actually underside) armour.

Engineering order allows an bridging unit to build up to 2.5" of bridge. So, for the unit above, to build a 15" bridge over a river would take six turns using the Engineering order.

VEHICLE REPAIR

Units with the Repair special rule can attempt to fix destroyed or immobilised vehicles. If a unit with the Vehicle Repair special rule starts its turn in contact with a damaged vehicle the unit may be given the Repair order and attempt to fix it.

An immobilised vehicle becomes mobile again on a dice roll of 4+.

A destroyed vehicle is fixed and battleworthy again (and the crew lurking nearby climb back aboard) on a roll of 6. A Repair unit may only make two attempts to fix a damaged or destroyed vehicle; if both fail, then the vehicle is damaged beyond the aid of battlefield repairs and no further attempts are allowed.

VEHICLE RECOVERY

Units with the Recovery special rule can tow away a single destroyed or immobilised vehicle. If a recovery vehicle manages to tow a damaged vehicle off the battleground's own table edge, then he may replace a randomly drawn Battle Counter from his stack back in the pot (his opponent should choose the counter 'blind' –again, no peeking allowed!).

Each recovery vehicle may only do this once per game, because once it has left the table, it can't come back (and it's heading to the rear workshops anyway).



VEHICLE PROFILES

Each vehicle has its own profile, giving details of its movement, armour and armament, as follows;

VEHICLE	MOVEMENT			ARMOUR			ARMAMENT		
	Off-Road	Road	Special	Front	Side	Rear	Weapon	Mount	Ammo
Panzer IV H	8"	12"	-	K	N(M)	N	75mmL48 MG MG	Turret Co-axial Bow	9 - -

Off-Road: the distance a vehicle can move on the table top (in inches) for a normal move, whilst travelling off-road (or partially on a road and off-road).

Road: the vehicle's top speed, travelling flat out whilst it stays on a road for its entire move.

Special: any special rules the vehicle has for movement, such as extra mobility or being unreliable. The full rules can be found in the Unit Special Rules section.

Armour: rated from A to O (with A as the best), each vehicle has an armour rating for front, side and rear armour. These are used for hits from the vehicle's front quarter, left and right quarter and rear quarter. It also notes if a vehicle is Open-Topped. The vehicle's side armour due to its *Schürzen* is given in brackets.

Weapon: the vehicle's main armament and any secondary weapons are listed here. The weapon's full profile will be given in the gun profiles section.

Mount: how the weapon is mounted, dictating its arc of fire.



Ammo: the number of shots the weapon has for the entire game. This is not a literal number, but represents 'burst' of firing at the enemy, given that one shot rolled for isn't actually one shot fired. Before the start of a game, ammunition must be allocated as either HE or AP. So, if a vehicle has an ammunition capacity of 9, it could allocate this as 4 HE and 5 AP, or 7 HE and 2 AP. This is entirely up to the commanding player. Some guns only have one ammunition type, so they automatically have just that! A vehicle that runs out of a type of ammunition cannot fire it again until it is re-supplied.

GUN PROFILES

As well as vehicles, all guns also have a profile.

WEAPON	AMMO	HE EFFECT	RANGE					
			0-10	10-20	20-30	30-40	40-50	50-70
50mmL60 (PaK38)	HE	3/6+	2	2	2	2	2	-
	AP	-	5	5	4	3	2	-

Ammunition: the types of ammunition available for that gun, usual HE (High Explosive) or AP (Armour Piercing). Some guns only have one type.

HE Effect: the number of dice and the roll required to inflict damage with the gun's high explosive shell, used against infantry and deployed guns. Expressed as 3/6+, this means three dice needing 6+.

Armour Penetration Values: each shell's value, rated from 15 to 1 (with 15 as the best) when rolling to penetrate a vehicle's armour. For HE rounds this is a constant value, because a shell's blast doesn't get smaller over range. For AP shells the value reduces over range, as the shell's velocity naturally drops off. Some longer guns include a penetration value for the 50-70" range band.

ATTACK / COUNTER-ATTACK

SITUATION REPORT:

An enemy attack has broken through and is threatening to penetrate deeper into your division's rear echelons, which may force a withdrawal of troops currently engaged at the front.

Your battlegroup has been held in reserve to counter just such an eventuality. You must move fast to intercept the enemy breakthrough and halt it. Reconnaissance units are already tracking the enemy's movements and will guide you. Both sides are on the march, so you must move directly into battle, there is little time for preparation.

Scenario Type: Meeting Engagement

TERRAIN

Set up the terrain in any mutually agreed manner.

VICTORY

The first battlegroup to exceed its total Battle Rating must withdraw and loses the battle. Their opponent is the winner.

DEPLOYMENT

1. Determine table corners.

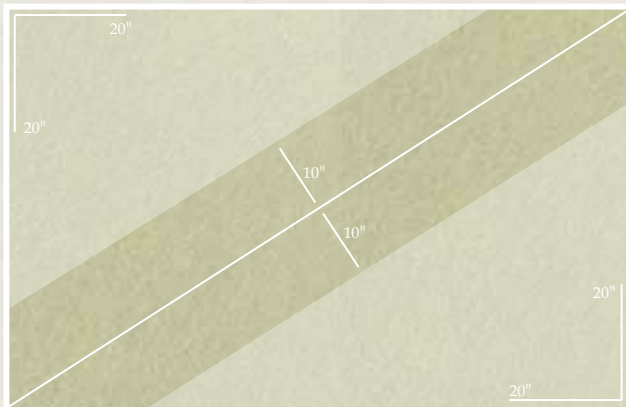
Both sides roll a D6 and add the number of scout units in their battlegroup. The player with the highest total chooses which table corner will be his deployment zone, his opponent automatically gets the opposite table corner.

2. Place Objectives

Place four objectives on the table. The side with the most scout units places the first, then take it in turns. No objective can be within 10" of another objective or any table edge.

3. Weather Conditions

Roll a D6. On a roll of 1 there is a sudden thunderstorm, grounding



all air cover. Any aircraft counters drawn from the pot automatically fail to arrive. The counters are treated as 1s instead.

4. Deploy Reconnaissance Forces

The players take turns to place all units from their reconnaissance support. These can be placed anywhere in their half of the table, but not within 10" of the table's centre line. The player with the most scout units starts deploying first. If one side has no scout units, then his opponent may position his own scout units anywhere on the table and they may start on Ambush Fire.

5. First Turn

Both players roll a D6 and add the number of scout units in their battlegroup. The side with the highest total takes the first turn. On a tie, the side with the most scout units wins. If it is still a tie, then re-roll.

6. Main Force Arrival

From turn 2 onwards D6* units are placed on the player's table edge, within 20" of his table corner, as the rest of his forces arrive on the table. Continue this until all the forces are on the tabletop.

* In Company-sized games roll 2D6.
In Battalion-sized games roll 3D6.



FLANKING ATTACK



SITUATION REPORT

The vanguard of your battlegroup has sighted the enemy, moving forwards to engage you. You have recalled your forward reconnaissance units to assist in the coming battle, and in the meantime you have been holding back, waiting for these units to arrive as a flanking force.

Now all is in place and there is no further time to waste. Your vanguard must begin clearing the route of advance; the rest of the battlegroup is closing up behind them fast.

Scenario Type: Meeting Engagement

TERRAIN

Set up the terrain in any mutually agreed manner.

VICTORY

The first battlegroup to exceed its total Battle Rating must withdraw and loses the battle. Their opponent is the winner.

DEPLOYMENT

1. Initial Forces

Both sides determine their initial forces. Both sides have D6 units chosen from their battlegroup already

deployed on the table. This may **not** include any scout units, but apart from this restriction, it can be any units the commander wishes. All the other units will arrive as reinforcements.

2. Place Objectives

Place D3+2 objectives on the table. The first objective must be the exact centre of the table. After this, the players take turns to place objectives, starting with the player with the most scout units. These objectives cannot be within 10" of each other or any table edge.

3. Weather Conditions

Roll a D6. On a roll of 1 there is a sudden thunderstorm, grounding all air cover. Any aircraft counters drawn from the pot automatically fail to arrive. The counters are treated as 1s instead.

4. Determine Deployment Zones

There are two deployment zones, each 20" from a table corner. One player should be allocated a random table corner, with his opponent automatically getting the opposite corner.

5. Determine Flanking Zone

Both players roll a D6 and add the number of scout units in their battlegroup. The one with the highest total may choose which of the other corners (not being deployed on by either side) will be his flanking deployment zone. His opponent then automatically gets the opposite corner as his flanking deployment zone.

7. Deploy Scouts

All the battlegroup's scout units (if any) must start the game deployed in the flanking deployment zone, up to 20" from their table corner.

8. First Turn

Both players roll a D6 and add the number of scout units in their battlegroup. The side with the highest total takes the first turn. On a tie, the side with the most scout units wins. If it is still a tie, then re-roll.

9. Reinforcement arrival

From turn 2 onwards D6+ units are placed on the player's table edge, up to 20" from their main deployment zone corner, as the rest of his battlegroup's forces arrive on the table. Continue this process until all the forces are on the tabletop.

* In Company-sized games roll 2D6.
In Battalion-sized games roll 3D6.

DEFENCE LINE



SITUATION REPORT

Your battlegroup's objective is to advance and smash through an enemy defence line. First you must probe the defences to find the weak spot, then unleash the full force of your battlegroup to destroy the enemy and advance deeper into enemy lines.

The enemy lines have already been under heavy artillery fire, and as such will already be weakened. But it is likely that reinforcements will have been dispatched to plug any gap, so be aware that, should you penetrate the lines, a counter-attack will be closing in – destroy it.

Scenario Type: Attack/Defence

TERRAIN

Set up the terrain in any mutually agreed manner.

VICTORY

The first battlegroup to exceed its total Battle Rating must withdraw and loses the battle. Their opponent is the winner.

DEPLOYMENT

1. Determine Table Edges

The defender may choose which of the short table edges the Attacker must deploy on. He gets the opposite table edge.

2. Determine the Attacker's Probing Force and Main Force

Probing Force

The probing force must include all the Attacker's reconnaissance units. These will be the first to test the enemy defences. It can also include up to three additional units. These can be any units the attacker wishes.

Main Force

The rest of the attacker's battlegroup are his main force. These begin to arrive from turn 3 onwards, on his table edge. D6* units arrive at the beginning of each of the attacker's subsequent turns, until they are all on the table.

3. Determine Initial Defenders

All the defender's defences must be placed in the front line zone; this is the central third of the table, as shown on the map. In addition to the defences, the defender can also place

2D6 units in the front line zone. These can be any units from his battlegroup that the commander wishes.

4. Defender's Reinforcements

Any units not deployed in the front line zone are his reinforcements. From turn 5 onwards D6* units will automatically arrive on his table edge, until all the units are on the tabletop.

5. Defender Places Objectives

Place three objectives on the table. The defender places two objectives in the front line zone, and one anywhere else on the table, but not with 10" of a table edge or any other objective. The defender cannot claim an all objectives secured victory.

6. Weather Conditions

Roll a D6. On a roll of 1 there is a sudden thunderstorm, grounding all air cover. Any aircraft counters drawn from the pot automatically fail to arrive. The counters are treated as 1s instead.

7. Deploy Initial Defenders

Place all the initial defenders anywhere in the front line zone. D3 units may start the game issued with the Ambush Fire order.

8. Deploy Attacker's Probing Force

The attacker's probing force units are placed within 10" of the attacker's table edge.

9. Resolve Bombardment

A D3 of the defender's deployed units are marked as Pinned, due to the preparatory bombardment. Allocate the Pinned markers randomly.

10. First Turn

The attacker takes the first turn.

* In Company-sized games roll 2D6. In Battalion-sized games roll 3D6.

HIGH GROUND

SITUATION REPORT

Your battlegroup's objective is to clear and capture high ground along the division's route of advance. It will be well defended, and expect minefields, but in order for the rest of the division to press its attacks, it is vital that any threat from the high ground is quickly neutralised. The enemy will fight hard to hold their positions, and aerial reconnaissance indicates they have reserves ready to counter-attack.

To deal with the waiting enemy, your attack will be unleashed in two waves. The first wave should draw the enemy's fire and force them to commit their reinforcements. The second wave should move to engage and destroy those reinforcements and push-on to overrun the objectives.

Scenario Type: Attack/Defence

TERRAIN

Set up the terrain in any mutually agreed manner. Place a hill somewhere in the defender's half of the table. This is the high ground, the target of the attack. Place the initial defences (see below) on the hill or anywhere within 10" of the hill.

VICTORY

The first battlegroup to exceed its total battle rating must withdraw and loses the battle. Their opponent is the winner.

DEPLOYMENT

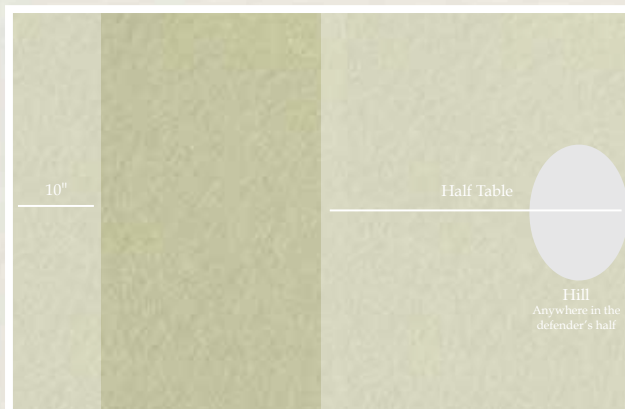
1. Determine the Assault Wave

First Assault Wave

Half the units in the attacker's battlegroup must be in the first assault wave (round fractions up).

Second Assault Wave

Half the units in the attacker's



battlegroup will be in the second wave. The second wave will enter via the attacker's table edge at the beginning of turn 4.

2. Determine Initial Defenders

Half the units in the defender's battlegroup will start the game deployed on the table, defending the hill. This must include any defences. All those units not deployed start the game in reserve.

3. Defences

The defender always starts the game with three defences. These are always part of the defender's force, in addition to any other defences taken as part of their battlegroup.

- MMG Bunker
- 10" Trench
- 1 Minefield

4. Place Objectives

Place three objectives on the table. The first is placed on the hill. The players then take turns to place objectives, starting with the attacker. They should be placed anywhere in their half of the table, but not within 10" of another objective and not within 10" of a table edge.

5. Weather Conditions

Roll a D6. On a roll of 1 there is a sudden thunderstorm, grounding all air cover. Any aircraft counters drawn from the pot automatically fail to arrive. The counters are treated as 1s instead.

6. Deploy Initial Defenders

Place the initial defenders anywhere in their half of the table. D6 units may start the game issued with the Ambush Fire order.

7. Deploy Attacker's First Wave

The attacker's first wave units are placed within 10" of the attacker's table edge.

8. First Turn

The attacker takes the first turn.

9. Defender's Reserves

From the beginning of turn 4, D6 of the defender's reserve units (commander's choice) will arrive on his table edge.

10. Attacker's Second Wave

At the beginning of the attacker's turn 4, all his second wave units arrive on his table edge.

BATTLEGROUP ORGANISATION CHART

FRONTLINE ASSETS

BATTLE GROUP TYPE: _____
TOTAL POINTS: _____ TOTAL BR: _____
OFFICERS: _____ SCOUTS: _____

pts	FORWARD HEADQUARTERS	BR

pts	ARTILLERY	BR

pts	DEFENCES	BR

pts	INFANTRY	BR

pts	TANKS	BR

SUPPORT ASSETS

pts	RECONNAISSANCE UNITS	BR

pts	LOGISTICS UNITS	BR

pts	ENGINEER UNITS	BR

pts	SPECIAL UNITS	BR

pts	ADDITIONAL FIRE SUPPORT	BR

RULES REFERENCE SHEET

TURN

- Roll Orders Dice**
Squad 1D6+officers
Platoon 2D6+officers
Company 3D6+officers
Battalion 4D6+officers

- Issue First Order**

- Issue Second Order**

- Issue Third Order...etc**

Continue this process until all orders are issued.

- Roll**

Remove pinning markers from pinned units.



MOVEMENT SUMMARY TABLE

Unit	Off-Road	On-Road
Infantry	5"	5"
Vehicle	see vehicle data	
Cavalry*	8"	10"
Bicycle	3"	12"
Horse towed gun	4"	6"
Manhandled very light gun	3"	4"
Manhandled light gun	2"	3"
Manhandled medium gun	1"	2"
Manhandled heavy gun	-	-
Aircraft	anywhere	

* Once per game cavalry may charge up to 12"

UNIT EXPERIENCE TEST

'BEYOND THE CALL OF DUTY',
'TACTICAL CO-ORDINATION'
& INFANTRY CLOSE ASSAULTS

Inexperienced unit:	4+
Regular unit:	3+
Veteran unit:	2+
Elite unit:	2+

COVER SAVE TABLE

Infantry/ Vehicle	Open	Soft	Hard	Reinforced	Hardened
Infantry	6+	5+	4+	3+	2+
Vehicle	none	6+	4+	-	-

AREA FIRE EFFECT TABLE - D6

RoF	Range	Infantry	Deployed	Soft-skinned	Open-topped	Enclosed	Aircraft
9+	Short - 0-10"	2+	2+	vehicle	vehicle	5+	-
	Medium - 10-20"	3+	3+	2+	5+	-	-
	Long - 20-30"+	4+	4+	2+	6+	-	6+
5-8	Short - 0-10"	3+	3+	2+	5+	6+	-
	Medium - 10-20"	4+	4+	2+	6+	-	-
	Long - 20-30"+	5+	5+	3+	-	6+	-
1-4	Short - 0-10"	4+	4+	2+	6+	-	-
	Medium - 10-20"	5+	5+	3+	-	-	-
	Long - 20-30"+	6+	6+	4+	-	-	-

Armour Piercing shell¹

HE from very light gun¹

HE from light gun¹

HE from medium gun¹

HE from heavy gun¹

HE from heavy gun¹

¹ Range has no effect on Area Fire from High Explosive or Armour Piercing shells.

BATTLE COUNTER TAKEN

- Unit Destroyed**
Any unit is destroyed, or routs, or a gun/vehicle is abandoned.
- Rally**
Remove 1D6 pinning markers for each counter taken.
- Under Air Attack**
First time a unit is attacked by an aircraft.
- Under Flamethrower Attack**
First time a unit is attacked by a flamethrower.
- Senior Officer Destroyed**
Extra counter if a destroyed unit was a Senior Officer.
- Out Scouted**
If enemy has more scout units.
- Enemy Captures an Objective**
If enemy claim an objective.
- Tactical Co-Ordination**
A senior officer attempts to use the special order.

UNIT MORALE TABLE - D6

D6 Roll	Infantry	Gun	Vehicle	Aircraft
1	Pinned/Rout-Surrender	Abandoned ¹	Pinned	Return to Base
2	Pinned/Rout-Surrender	Abandoned	Pinned	OK
3	Pinned ²	Pinned ²	OK	OK
4	OK	OK	OK	OK
5	OK	OK	OK	OK
6	OK	OK ³	OK ³	OK ³

Notes

¹ Only abandoned if the vehicle is already pinned, immobilised, a soft-skinned vehicle, or the vehicle has enemy infantry within 10" and no friendly infantry within 10" (i.e. in close support). Otherwise treat as Pinned.

² Veteran and Elite Infantry units treat this Pinned result as an OK result.

³ As well as passing the morale test, the unit is inspired to get into the action. The unit may immediately attempt a 'Beyond the Call of Duty' test.

ARTILLERY FIRE SEQUENCE

Spotter Sequence

- Request Artillery Fire
- Priority Check
- Communication Check
- Position spotter round.
- Roll for Deviation
- Fire for Effect

Fire For Effect

- Determine the number of shots
- Roll for Barrage Accuracy
- Allocate Direct Hits
- Allocate Direct Hits
- Resolve Direct Hits
- Resolve Pining
- Rounds Complete

Spotter Round Accuracy

1 Wild

Misses by 4D6" in a random direction

2-5 Miss

Misses by 2D6" in a random direction

6 Accurate

Misses by 1D6" in a random direction

Artillery Barrage Accuracy

1 Miss

No Effect

2-5 Pining

Pining Test

6 Direct Hit

Roll for damage

OBSERVATION TABLE - D6

Infantry in the Open Firing.....	2+
Infantry in the Open	3+
Obscured Infantry Firing.....	3+
Obscured Infantry	4+
Deployed Gun in the Open Firing.....	automatic
Deployed Gun in the Open	2+
Obscured Gun Firing.....	2+
Obscured Gun	3+
Vehicle in the Open Firing.....	automatic
Vehicle in the Open	2+
Obscured Vehicle Firing.....	2+
Obscured Vehicle.....	3+
Aircraft	automatic
Modifiers	
If the observing unit has the Scout special rule	+1
If the target unit is an Infantry team of 3 men or less ..	-1
If the observing unit has the One Man Turret rule.....	-1

SMALL ARMS RATE OF FIRE

Weapon	RoF	Max Range	Crew	Special
Rifle	1	30'	-	
SMG	1(2)*	10'	-	
Assault Rifle	2/1	30'	-	RoF 2 at under 10'
Light MG	2	30'	1 man	
Medium MG	5	30'	2 men	
Heavy MG	6	40'	3 men	
MG34 - bipod mount	5	30'	2 men	
MG42 - bipod mount	6	30'	2 men	
MG34 - tripod mount	7	40'	2 men	
MG42 - tripod mount	8	40'	2 men	
Tank MG (<i>heavy, co-axial, etc</i>)	3	30'		
Pintle-mount MG	5	40'		
Light Autocannon	6	50'	2 men	also Light HE
Heavy Autocannon	8	50'	3 men	also Light HE
Multiple Autocannons	10	50'	2 men	also 2 Light HE
Multiple Medium MG mount	10	30'	3 men	
Man-pack Flamethrower	10	5'	1 man	Open Cover save
Vehicle Flamethrower	10	10'	-	Open Cover save

* increases to 2 at under 5", but only when used with the Infantry Assault order.

ANTI-TANK ARMOUR PENETRATION TABLE - 2D6

SS	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A
1	7	8	9	10	11	12	12	-	-	-	-	-	-	-	-
2	6	7	8	9	10	11	12	12	-	-	-	-	-	-	-
3	5	6	7	8	9	10	11	12	12	-	-	-	-	-	-
4	4	5	6	7	8	9	10	11	12	12	-	-	-	-	-
5	3	4	5	6	7	8	9	10	11	12	12	-	-	-	-
6	3	3	4	5	6	7	8	9	10	11	12	12	-	-	-
7	3	3	3	4	5	6	7	8	9	10	11	12	12	-	-
8	3	3	3	3	4	5	6	7	8	9	10	11	12	12	-
9	3	3	3	3	3	4	5	6	7	8	9	10	11	12	12
10	3	3	3	3	3	3	4	5	6	7	8	9	10	11	12
11	3	3	3	3	3	3	3	4	5	6	7	8	9	10	11
12	3	3	3	3	3	3	3	3	4	5	6	7	8	9	10
13	3	3	3	3	3	3	3	3	3	4	5	6	7	8	9
14	3	3	3	3	3	3	3	3	3	3	4	5	6	7	8
15	3	3	3	3	3	3	3	3	3	3	3	4	5	6	7

RESULTS

Greater Than = Destroyed
 Target Destroyed. Must take Battle Counter.
Less Than = Glancing Hit
 No Effect. Target must take Morale test.
Equal to = Pinned
 Target Pinned. Must take Morale test.
Double 1 = Immobilised
 Target Immobilised. Must take Morale test.

ANTI-TANK GRENADE ATTACKS

1	Heavy Casualties
	Remove ID3 infantrymen.
2-4	Casualty
	Remove 1 infantryman.
5	Success - Side Armour
	Penetration 6 attack against side armour.
6	Success - Rear Armour
	Penetration 6 attack against rear armour.

AIMED FIRE-TO-HIT TABLE - D6

Range	Small Arms	MGs	Autocannon	Flamethrower	AP Shell	HE Shell
0-5"	2+	2+	2+	2+	2+	2+
5-10"	3+	3+	3+	3+	2+	2+
10-20"	4+	4+	4+	-	3+	3+
20-30"	5+	5+	5+	-	4+	4+
30-40"	-	6+	6+	-	5+	5+
40-50"	-	-	6+	-	6+	6+
50-70"	-	-	-	-	6+	6+

Is always miss, 6s always hit, regardless of modifiers.

AP Shell D6 Modifiers	HE Shell D6 Modifiers
Target Moved last turn	Target Moved last turn
Target Is Obscured	Target Is Obscured
Firer Moved (or will move)	Firer Moved (or will move)
this turn	this turn
Target is a Deployed gun	Target is a Deployed gun
Ace crew	Ace crew
+1	+1



1	1	1	1	1	1	1	1
1	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2
2	2	2	2	2	2	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4
4	4	4	4	5	5	5	5
5	AIR ATTACK 	MINE STRIKE	MINE STRIKE	CONFUSION	CONFUSION	AMMO LOW	AMMO LOW
BREAK DOWN	BREAK DOWN	BEYOND THE CALL OF DUTY	BEYOND THE CALL OF DUTY	AIR ATTACK 	AIR ATTACK 	AIR ATTACK 	AIR ATTACK 

BATTLEGROUP



BATTLEGROUP... is a set of tabletop wargames rules for recreating the battles of World War II, with 20mm or 15mm miniatures.

This is the core rulebook, detailing how to play the game, including such basic rules as Command and Control, Movement, Firing and Morale.

- **COMMAND AND CONTROL**

The rules use a system of Orders, putting difficult tactical decision making at the centre of the game.

- **FIRING**

A unique 'two-tier' system for firing involves Area Fire and Aimed Fire, in which pinning enemy units can be as important as destroying them.

- **MORALE**

The innovative Battle Rating counters system means no two games will ever play the same.

To play you will also need a collection of wargames miniatures, a wargames table, an opponent and one of the Battlegroup Theatre supplements, which provide all the detail, army lists and character of specific battlefields and periods of the war.

This is not a complete game.



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**PLASTIC
SOLDIER**